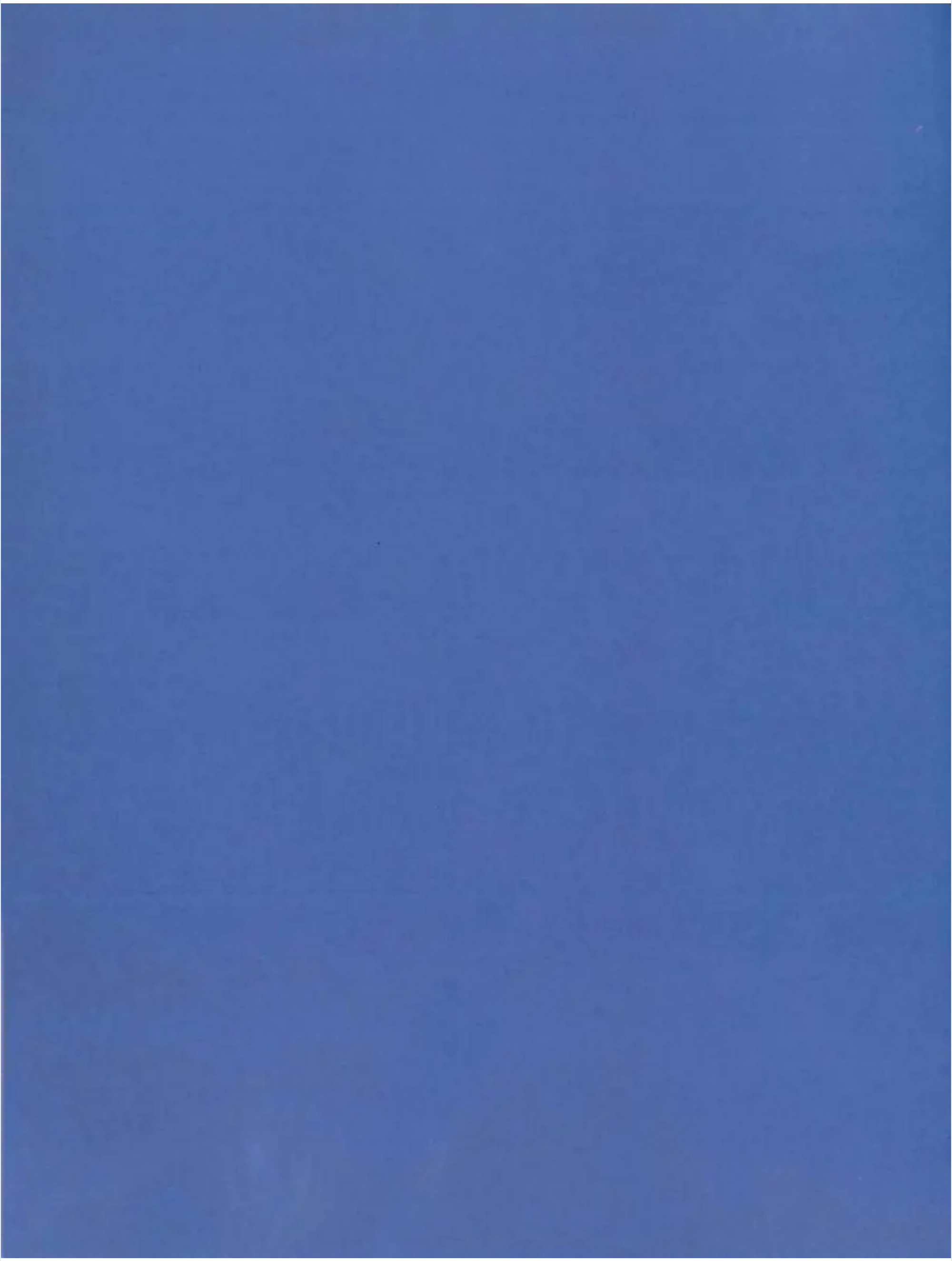
30th ANNIVERSARY CAPCOM

CHARACTER ENCYCLOPEDIA

FEATURING 200+ CHARACTERS FROM CAPCOM GAMES



30th ANNIVERSARY CAPCOM CHARACTER ENCYCLOPEDIA

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Written by Casey Loe

INTRODUCTION

The amazing thing about Capcom's vast pantheon of beloved characters is that they came from a publisher firmly rooted in the world of fast-action arcade games, where stories were typically threadbare when they existed at all. Many of the company's most famous faces were introduced in games that gave them mere seconds to tell us who they were and why we should care about them—a daunting challenge for any game designer.

Capcom is better at that than anyone in the industry, and there's no great mystery to their winning formula. They've employed some of the best artists in the business: legends like Akira "Akiman" Yasuda, Kinu Nishimura, and the mysterious Bengus. And while their artwork draws us in, it's the company's tight controls and novel gameplay experiences that complete the connection between player and character. It's that fusion of art and game design that makes these characters so deeply memorable. As you flip through the pages of this book, don't be surprised when your fingers start twitching to perform one more Mega Buster charge shot, one more Shoryuken Dragon Punch, or one more zombie headshot...

-Casey Loe

TABLE OF CONTENTS

Ada Wong....4
Adon....5
AEX-10M Blodia....6
Agrippa....7
Aile....8
Akira....9
Akuma....10
Albert Wesker....11
Alex....12
Amaterasu....13
Apollo Justice....14
Arisen....15
Arthur....16
Astaroth....17
Asura....18
Augus....19
Axl....20
Ayame....21
Baby Bonnie Hood....22
Baby Head....23
Balrog....24
Barry Burton....25
Bass....26
Batsu Ichimonji....27
Battle Circuit (Cast)....28
Billy....29
Bishamon....30
Black Tiger....31
Blanka....32
Brave One....33
Buster Bros....34
Cammy White....35
Captain Commando....36
Casber Rublan....37
Charlie....38
Chibiterasu....39
Chiki Chiki Boys....40
Chris Redfield....41
Chuck Greene....42
Chun-Li....43
Claire Redfield....44
Cody Travers....45
Colonel and Sergeant....46
Cosmi....47
Dan Hibiki....48
Dante....49
Demitri Maximoff....50
Dhalsim....51
Dick Gumshoe....52
Donovan Baine....53
Dr. Albert Wily....54
Dr. Edward Blistein....55
Dr. Thomas Light....56
Dylan Morton....57
E. Honda....58
Edward Falcon....59
Ema Skye....60
Felicia....61
Fiona and Hewie....62
Firebrand....63
Frank West....64
Gene....65
Geo Stelar....66
Gill....67
Ginzu....68
Guile....69
Guy....70
Harman Smith....71
Hauzer....72
Hayato Kanzaki....73
Helena Harper....74
Hideo Shimazu....75
Hinata Wakaba....76
Howard Powell....77
Hsien-Ko....78
Hugo....79
Hunter....80
Hydron....81
Hyo Imawano....82
Ieyasu Tokugawa....83
Ingrid....84
Isabela Keyes....85
Jake Muller....86
Jedah....87

TABLE OF CONTENTS

Jessica Sherawat 88
Jill Valentine 89
Jim Peyton 90
Jin Saotome 91
Jon Talbain 92
Joseph "Super Joe" Gibson 93
June Lin Milliam 94
Ken Masters 95
Kenji 96
King of Dragons (Cast) 97
Kou Shishido 98
Kyoko Minazuki 99
Kyosuke Kagami 100
Lady 101
Lan Hikari 102
Lancelot 103
Leo 104
Leon S. Kennedy 105
Lonely Astronaut 106
Lord Raptor 107
Lou and Siva 108
Lt. Henry and Sgt. Sanders 109
Luka 110
Lynne 111
M. Bison 112
Mack The Knife 113
Maki Genryusai 114
Masamune Date 115
Maya Fey 116
Mega Man 117
Mega Man Volnutt 118
Michelle Heart 119
Mike Haggar 120
Mike Wired 121
Miles Edgeworth 122
Mitsunari Ishida 123
Momotaro 124
Morrigan Aensland 125
Nameless Ones 126
Nathan "Rad" Spencer 127
Nemesis T-Type 128
Nero 129
Nilin 130
Nina 131
Nobunaga Oda 132
Octavianus 133
P-38 Lightning 134
Parker Luciani 135
Patrick Tyler 136
Perceval 137
Phoenix Wright 138
Piers Nivans 139
Poison 140
Polpo 141
Princess Devilotte 142
Proto Man 143
PTX-40A Vital Suit 144
Pyron 145
Raizo Imawano 146
Rathalos 147
Rebecca Chambers 148
Regina 149
Rolento Schugerg 150
Roll 151
Roll Caskett 152
Rose 153
Rouge 154
Roy 155
Ryoma 156
Ryu 157
Ryu 158
Ryu 159
Sagat 160
Saki Omokane 161
Sakura 162
Servbots 163
Seth 164
Sexy Silvia 165
Sherry Birkin 166
Sheva Alomar 167
Shoma Sawamura 168
Sieg Wahrheit 169
Sigma 170
Sir Arthur 171
Sissel 172
Sodom 173
Soki 174
Sonia Strumm 175
SonSon 176
Sonya Hart 177
Stearman E75 178
Strider Hiryu 179
Super Ace 180
Super Joe 181
Tessa 182
The Dragon 183
Thomas Clarke 184
Tiffany Lords 185
Trish 186
Trojan 187
Tron Bonne 188
Urien 189
Vanessa Z. Schneider 190
Vega 191
Vent 192
Vergil 193
Vertical Tank 194
Viewtiful Joe 195
Vulgus 196
Wang-Tang 197
Waysiders 198
Wiki 199
X 200
Yang 201
Yasha 202
Yukimura Sanada 203
Yun 204
Zack 205
Zangief 206
Zero 207

ADA WONG

Sultry spy Ada Wong burst into the *Resident Evil* series in the game's second installment, and she quickly became a fan favorite. She first appeared as a supporting character, but went on to be playable in post-game bonus scenarios of *Resident Evil 4* and *Resident Evil 6*, and she's frequently playable in the series' famous Mercenary Mode.

As a corporate spy working for various Umbrella Corporation competitors, Ada often turns up at zombie disaster sites looking to claim Umbrella's ill-gotten research for herself. She's worked for some unsavory characters, including Albert Wesker, but just as frequently double-crosses them for other, more shadowy factions. Ada has worked her way into the hearts of dozens of men, including several Umbrella employees and frequent *Resident Evil* hero Leon S. Kennedy. It isn't clear whether she ever reciprocated their feelings—she does seem to honestly care about Leon, saving his life in nearly every game in which the two appear. But maybe that's all just part of her long con?

RESIDENT EVIL

DATA

First Appearance:
Resident Evil 2 **(Dreamcast, GameCube, Nintendo 64, PC, PlayStation) 1998**

Most Recent Appearance:
Resident Evil 6 **(PC, PS3, Xbox 360) 2012**

Occupation: Unknown

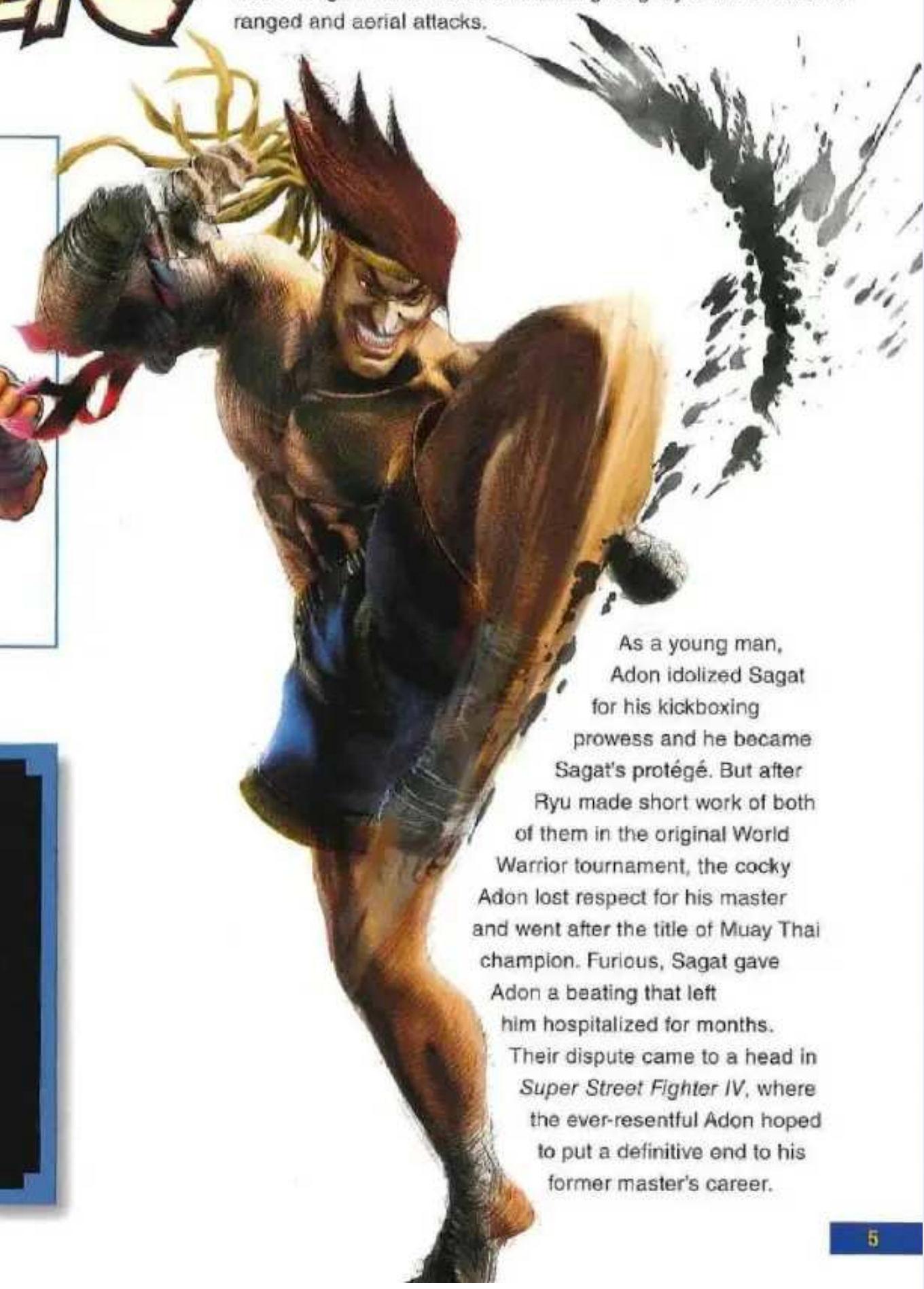
Home: Unknown

Height: Unknown

Weight: Unknown

ADON

One of the combatants in *Street Fighter*'s original World Warrior tournament, Adon's fighting-game career was revived with a major role in the *Street Fighter Alpha* series, and it continues to flourish with his introduction to the cast of *Super Street Fighter IV*. As both are Thai kickboxers, Adon and Sagat have a similar fighting discipline, but Adon compensates for his lesser size and strength with a more acrobatic fighting style and a focus on ranged and aerial attacks.



DATA

First Appearance:
Street Fighter (Arcade, PS2, Xbox) 1987

Most Recent Appearance:
Super Street Fighter IV: Arcade Edition (Arcade, PS3, Xbox 360) 2011

Home: Thailand

Height: 5'11"

Weight: 160 lb

As a young man, Adon idolized Sagat for his kickboxing prowess and he became Sagat's protégé. But after Ryu made short work of both of them in the original World Warrior tournament, the cocky Adon lost respect for his master and went after the title of Muay Thai champion. Furious, Sagat gave Adon a beating that left him hospitalized for months. Their dispute came to a head in *Super Street Fighter IV*, where the ever-resentful Adon hoped to put a definitive end to his former master's career.

AEX-10M BLODIA

CYBERBOTS
FULLMETAL MADNESS

DATA

Variations: AEX-10M Blodia (*Armored Warriors*), BX-02 Blodia (*Cyberbots: Fullmetal Madness*), Blodia II Custom (*Tech Romancer*)

First Appearance: *Armored Warriors* (Arcade) 1994

Most Recent Appearance: *Marvel vs. Capcom 2: New Age of Heroes* (Arcade, Dreamcast, PS2, PSN, Xbox, XBLA) 2000

Weapon of Choice: Vulcan Cannon

Pilots: Jeff "Rash" Perkins, Jin Saotome

Home: United Earth Government

The AEX-10M Blodia debuted in the 1994 arcade beat'em up *Armored Warriors* and would go on to become one of Capcom's most famous mechs—or as they were called in the game, "Variant Armors." The main gameplay hook was that the components of each VA—its legs, arms, and weapons—could be replaced with pieces scavenged from foes or individually destroyed by enemy attacks.

The Blodia's first pilot was the hot-blooded, square-jawed American hero Jeff "Rash" Perkins, who used it to save an alien world from an evil force that Earth had inadvertently unleashed. The human cast of *Armored Warriors* never appeared again, but the VAs had a brighter future. All four were pilotable in *Cyberbots: Fullmetal Madness*, a one-on-one fighting game that repurposed many designs from *Armored Warriors* but featured a new cast and storyline. Once again, it was a Blodia that took center stage: A BX-02 piloted by soldier Jin Saotome, who would go on to reach a level of fame that poor Jeff could only dream of attaining.

AGRIPPA

SHADOW OF ROME

One of the two playable characters in *Shadow of Rome*, Agrippa is forced to handle all the dirty jobs—waging war, battling gladiators, riding chariots—while his friend and comrade Octavianus sneaks around and talks to people. But that's basically the way things worked for the real-life historical Agrippa, a gifted general who won all the wars for which Emperor Octavianus took the credit.

In the game, Agrippa's father is framed for the murder of Julius Caesar, and a frantic Agrippa races back from the battlefields of Germania to save him. While Octavianus searches for the real killer, Agrippa enters a gladiatorial tournament that grants the honor of killing the assassin to the victor. To emerge as the champion and earn a forum in which to contest the charges, Agrippa needs to not only vanquish his gladiatorial foes, but put on a good show. By performing flashy moves to rile up the crowd, he can compel them to support him by throwing deadlier weapons into the ring.

DATA

Also Known As: Marcus

Only Appearance: *Shadow of Rome* (PC, PS2)

Occupation: General

Weapon of Choice: Sword and Shield

Archenemy: Gladiatorial Rival Decius

Home: Imperial Rome

AILE

DATA

First Appearance:
Mega Man ZX (Nintendo DS) 2006

Most Recent Appearance:
Mega Man ZX Advent (Nintendo DS) 2007

Occupation: Transporter

Weapon of Choice: *Mega Man Model ZX*

Archenemy: Serpent

The *Mega Man ZX* series picks up 200 years after *Mega Man Zero 4* ends and is similar in terms of play mechanics and visual style. *Mega Man ZX* was the first *Mega Man* game to offer a female protagonist—players can choose between Aile and her male doppelganger, Vent. Both are normal humans who are able to "megamerge" with an advanced technology known as biometal to become a Mega Man (even if the wearer is actually a woman). While the two protagonists have the same quest and background, they do have different personalities. Aile lacks confidence, but she's more personable and likable than the moodier Vent.

One of the coolest features of *Mega Man ZX* is that it features not one, but several Mega Man variations. Players start as Mega Man Model X, based on the character X, but later get Model Z, which plays more like Zero, and can combine them to form the titular Model ZX. Another half-dozen models offer new abilities based on elements like wind and fire.

AKIRA

In *Rival Schools: United by Fate*, Akira was a student at Gedo High, a wrong-side-of-the-tracks all boys school completely overrun by gangs. A student named Daigo united the school's warring factions, but then disappeared under mysterious circumstances. His sister Akira gathered his top lieutenants to search for him, while concealing her face under a motorcycle helmet in order to pass as a boy. After beating up several dozen students from other schools, Akira found her brother and revealed her true identity. Not thrilled with her hijinks, the school faculty had her transferred to the all-girls Seijun High. But when Daigo fell into trouble once more in *Project Justice*, Akira gathered the school's toughest girls and set out to save the day again.

With her graceful but aggressive combat style, Akira was one of the more popular *Rival Schools* combatants. She was set to make her crossover debut in *Capcom Fighting All-Stars*, but when that game was cancelled she ended up as one of a handful of playable characters in the free-to-play *Street Fighter Online: Mouse Generation* instead.

DATA

First Appearance: *Rival Schools: United by Fate* (Arcade, PlayStation) 1997

Most Recent Appearance: *Street Fighter Online: Mouse Generation* (PC) 2008

Occupation: Student

School Affiliation: Gedo High, Seijun High

Height: 5'3"

Weight: Unknown

AKUMA

DATA

Also Known As: Gouki

First Appearance: *Super Street Fighter II Turbo* (3DO, Arcade, Dreamcast, PlayStation, Sega Saturn) 1994

Most Recent Appearance: *Street Fighter X Tekken* (PS3, PS Vita, Xbox 360) 2012

Home: Japan

Height: 5'10"

Weight: 176 lb

Akuma is the brother of Gouken, the kindly master who taught Ryu and Ken their unique fighting style. But where Gouken focuses on the positive aspects of his martial art, Akuma is obsessed with its deadly power. Its corruption eventually led Akuma to murder his own instructor and attempt to kill his brother. Throughout much of the *Street Fighter* series, Ryu has devoted himself to finding Akuma and avenging his master.

Akuma debuted as a hidden boss in *Super Street Fighter II Turbo*, only challenging players who were able to complete the game with nearly perfect performances. His moves are similar to Ken and Ryu's, but far deadlier—even a weakened version of Akuma that was playable with a secret code was banned from competitive tournaments. Akuma's popularity has led to dozens of unconventional crossover appearances, including ones in *X-Men: Children of the Atom* and *Asura's Wrath*. There's even a mech inspired by him in *Cyberbots*, and a cyborg version of him serves as the last boss in *Marvel Super Heroes vs. Street Fighter*.

ALBERT WESKER

RESIDENT EVIL

When the S.T.A.R.S. team landed to investigate the mansion outside of Raccoon City, Albert Wesker seemed like just another member of the team. But by the end of the original *Resident Evil*, he was revealed as a double agent. As the series progressed, he became its most pervasive villain, outliving even the Umbrella Corporation that had been his original employer.

Wesker began as an Umbrella researcher and eventually transferred to its intelligence division and joined the S.T.A.R.S. team to influence police investigations of the company. But after the incident at the mansion, Wesker faked his own death and began selling Umbrella's secrets to their rivals. He also used the fruits of the company's research to augment his own strength, speed, and regenerative abilities, turning his eyes red as a side effect. Whenever there's a bioterrorism incident, Wesker appears to steal a sample that a rival can turn into a newer and better biological weapon. And if he can torment his bitter enemy Chris Redfield in the process—all the better.

DATA

First Appearance: *Resident Evil* (GameCube, Nintendo DS, PC, PlayStation, Sega Saturn) 1996

Most Recent Appearance: *Ultimate Marvel vs. Capcom 3* (PS3, PS Vita, Xbox 360) 2011

Occupation: Umbrella Intelligence Operative (currently unknown)

Home: USA

Height: 190 cm

Weight: 90 kg

ALEX

Alex was raised by a man named Tom, who was a friend of his late father and a fighting instructor for the U.S. military. Alex believed Tom to be the strongest fighter in the world, but a battle with *Street Fighter III* antagonist Gill left Tom beaten and hospitalized. Tom insisted that Gill had fought fairly, but Alex swore vengeance anyway. Alex is considered the main character of *Street Fighter III: New Generation*, and he is the rare fighting-game front man who focuses on slower, heavier, wrestling-style attacks.

By *Street Fighter III: 3rd Strike*, Alex's quest for vengeance was sated, and he found a new purpose in life. Stunned by his inability to counter even one of Ryu's attacks, Alex threw himself into a Ryu-like quest for self-improvement, battling the world's best fighters in hopes of one day besting Ryu. As of his last appearance in *Tatsunoko vs. Capcom: Ultimate All-Stars*, his quest is ongoing, with Alex leaping to Ryu's defense when asked, "Do you really want to spend the rest of your life chasing after some stupid Japanese street fighter?"

DATA

First Appearance: *Street Fighter III: New Generation* (Arcade, Dreamcast) 1997

Most Recent Appearance: Cameo in *Tatsunoko vs. Capcom: Ultimate All-Stars* (Arcade, Wii) 2008

Occupation: Unemployed

Home: New York City, USA

Height: 6'6"

Weight: 232 lb

AMATERASU

Easily one of the most unique characters in Capcom's portfolio, Amaterasu is a divine manifestation of Japan's sun god in the form of a white wolf. Amaterasu's story is told in the action-RPG *Okami*, in which Amaterasu descends to Nippon (ancient Japan) to battle the demon Orochi and free the world from its curse. Amaterasu commands the power of creation, which manifests in the use of the Celestial Brush. Players can use the brush to cause the sun to rise or set, draw objects into existence, attack foes, repair broken things, and call down bolts of lightning, to name just a few functions.

As innovative and beautiful as Okami was, it wasn't the commercial hit it deserved to be. Nevertheless, Amaterasu's popularity spawned a Nintendo DS sequel and earned Amaterasu a slot on the roster of *Marvel vs. Capcom 3: Fate of Two Worlds*. Amaterasu proved to be one of the game's most potent fighters, thanks to the character's versatile moveset and a diminutive size that allows Amaterasu to duck under many threats.

DATA

Also Known As: Ammy

First Appearance: *Okami* (PS2, Wii) 2006

Most Recent Appearance: *Ultimate Marvel vs. Capcom 3* (PS3, PS Vita, Xbox 360) 2011

Occupation: Deity

Weapon of Choice: Celestial Brush

Archenemy: Orochi

Home: The Celestial Plain

APOLLO JUSTICE

As a young man, Apollo Justice grew up idolizing the legendary defense attorney Phoenix Wright. And when it was time for him to take his first major case, it was Phoenix Wright—framed for murder—who served as his first client. Wright helped Justice realize that the real killer was his own employer. With no job to return to, Justice joined Phoenix Wright's law firm, replacing the *Ace Attorney* series' now-disbarred protagonist.

Under Wright's tutelage, Apollo Justice became an impressive lawyer in his own right and continues as co-protagonist of the series in the upcoming *Phoenix Wright: Ace Attorney - Dual Destinies*.

Apollo Justice lacks Wright's natural confidence and can become insecure in trial situations. He often lashes out at his co-workers and clients, but he's passionate about achieving justice and truly cares for the people in his life. He wears a special bracelet inherited from his mother that allows him to perceive subtle signs of stress in witnesses, which may indicate attempts at deception.

DATA

Also Known As: Housuke Odoroki

Most Recent Appearance: *Apollo Justice: Ace Attorney* (Nintendo DS) 2008

Most Recent Appearance: *Phoenix Wright: Ace Attorney – Dual Destinies* (3DS) 2013

Weapon of Choice: Perception

Archenemy: Prosecutor Klavier Gavin

Height: Unknown

ARISEN

When a dragon appears to lay waste to humanity in the RPG epic *Dragon's Dogma*, it selects a single human victim, tears out his or her heart, and consumes it. Amazingly, this human doesn't die—quite the opposite, in fact. The chosen becomes impervious to aging and disease and can only be felled in combat. The victim also forms a telepathic bond with the dragon that attacked it, allowing him or her alone to communicate with the mysterious and dangerous creature. This victim is known as the Arisen.

The dragon's motivations in this strange ritual are something of a mystery, but the role of its victim is much clearer. The Arisen's strength and special insight make him or her the obvious choice for finding the dragon, slaying it, and reclaiming the stolen heart. For better or for worse, the Arisen tends to be a defining person of their generation—some as great heroes, others as betrayers, and many as deeply tragic figures.

DATA

Also Known As: The Heartless

First Appearance: *Dragon's Dogma* (PS3, Xbox 360) 2012

Most Recent Appearance: *Dragon's Dogma: Dark Arisen* (PS3, Xbox 360) 2013

Occupation: Avenging Hero

Archenemy: Dragon

ARTHUR

"Legend says the man who pulls the sword Excalibur from the stone is destined to be king." That man was King Arthur, but his road to the throne of England involved killing a lot more random soldiers, jesters, and magicians than storybooks would have us believe. Capcom highlighted this forgotten chapter of history in *Knights of the Round*, a beat'em up in which a 17-year-old Arthur leads his three-man round table on a quest to unify Britain by claiming the Holy Grail.

Knights of the Round wasn't one of the company's more famous titles, but it looked great, had a fun leveling mechanic that changed the characters' appearances with each level gained (Arthur had a particularly satisfying evolution from common knight to gold-armored king), and a well-balanced blocking system that made for deeper combat than many of the company's previous brawlers. Arthur is the best all-around character in *Knights of the Round*, wielding Excalibur with steady, powerful strikes and excelling at hitting flying targets with his exclusive vertical swing.

DATA

First Appearance: *Knights of the Round* (Arcade, Super NES) 1991

Currently Playable On: *Capcom Classics Collection* (PS2, PSP, Xbox) 2006

Most Recent Appearance: *Capcom World 2* (Arcade—Japan-only) 1992

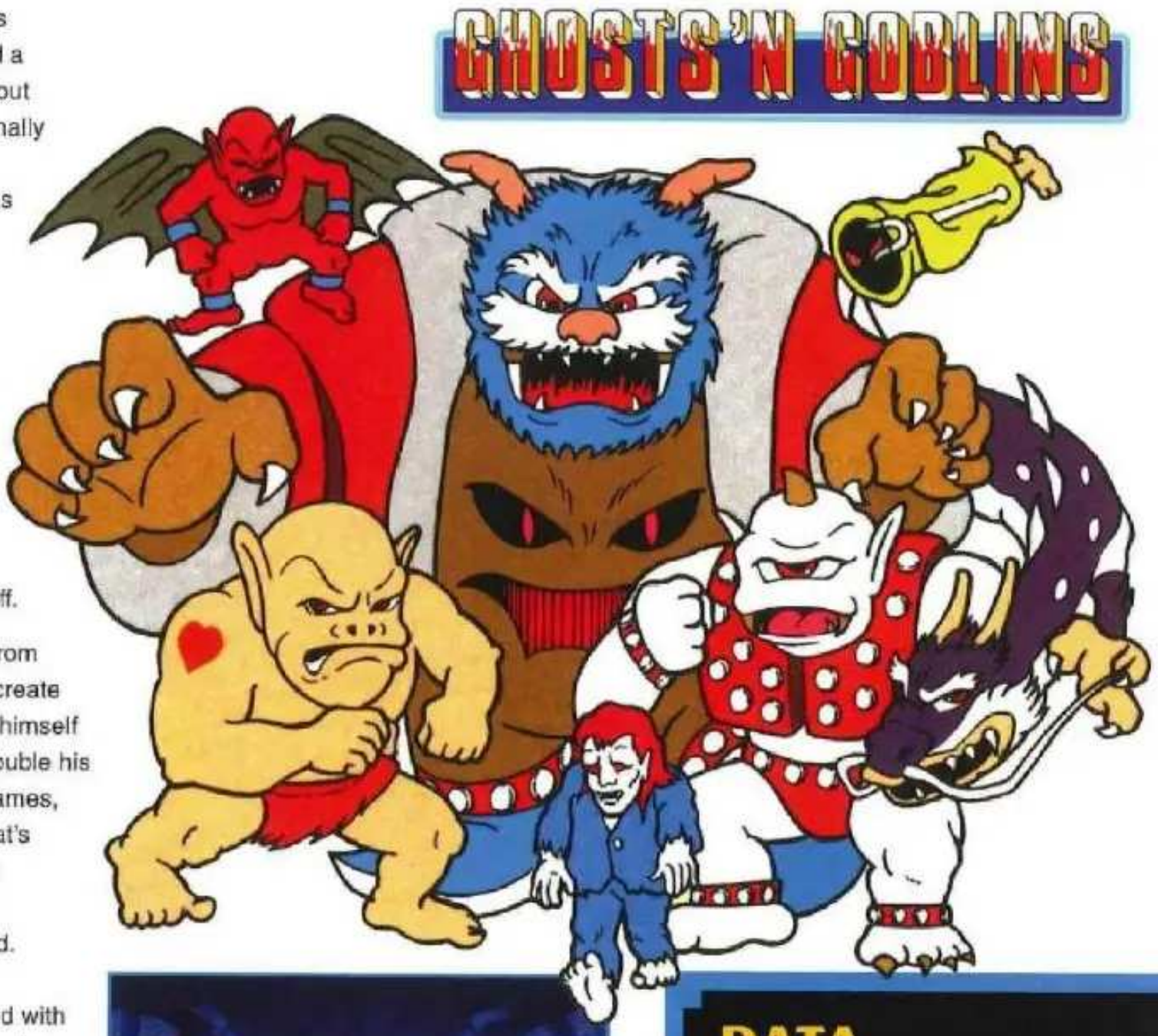
Weapon of Choice: Excalibur

Home: Britain

ASTAROTH

Astaroth is the final boss of *Ghosts'n Goblins* and a recurring villain throughout the series. He was originally the lord of the game's demon realm, but he was apparently deposed by Lucifer, who took over last boss duties in *Ghouls'n Ghosts*. Astaroth has continued to appear as a villain, battling Sir Arthur in all four of the series' main entries and also appearing in its *Gargoyle's Quest* spin-off.

Astaroth can shoot fire from both of his mouths and create illusionary duplicates of himself to confuse Arthur and double his attack power. In some games, a secondary persona that's even stronger, known as Nebiroth, appears when he's about to be defeated. Astaroth seems to be immortal and is obsessed with conquering the human realm—his plans typically involve kidnapping the human princess. *Ultimate Ghosts'n Goblins* suggests that the next step would be to corrupt her bloodline so that a demon would become the human crown prince.



DATA

Also Known As:
Satan, Lucifer, Dark Astaroth

First Appearance:
Ghosts'n Goblins (Arcade, NES, PC) 1985

Currently Playable On:
Capcom Classics Collection (PS2, PSP, Xbox), Wii Virtual Console (Genesis version)

Most Recent Appearance:
Ultimate Ghosts'n Goblins (PSP) 2006

Weapon of Choice: Flame Breath

Archenemy: Sir Arthur

ASURA

Asura is one angry guy—and for good reason. The other seven members of his group of divine guardians framed him for treason, killed his wife, abducted his daughter, and left him for dead for 12,000 years. But Asura is not the kind of demigod you want to irritate. He has a strong sense of justice, and the more injustice he witnesses, the angrier he becomes. The angrier he becomes, the stronger he gets. Asura's divine strength tends to manifest in his arms. In normal combat situations, they appear gilded, granting him a level of strength far beyond what a mortal man could achieve. In extreme situations, he can grow as many as six arms, allowing him to attack with god-destroying fury.

Asura has appeared in only a single game: 2012's *Asura's Wrath*, which tells the story of his numerous deaths and rebirths in an epic quest for vengeance. The tale spans millennia and generates a body count well worthy of a god.

DATA

Also Known As: The Destructor

Only Appearance:
Asura's Wrath (PS3, Xbox 360) 2012

Weapon of Choice: Righteous Anger

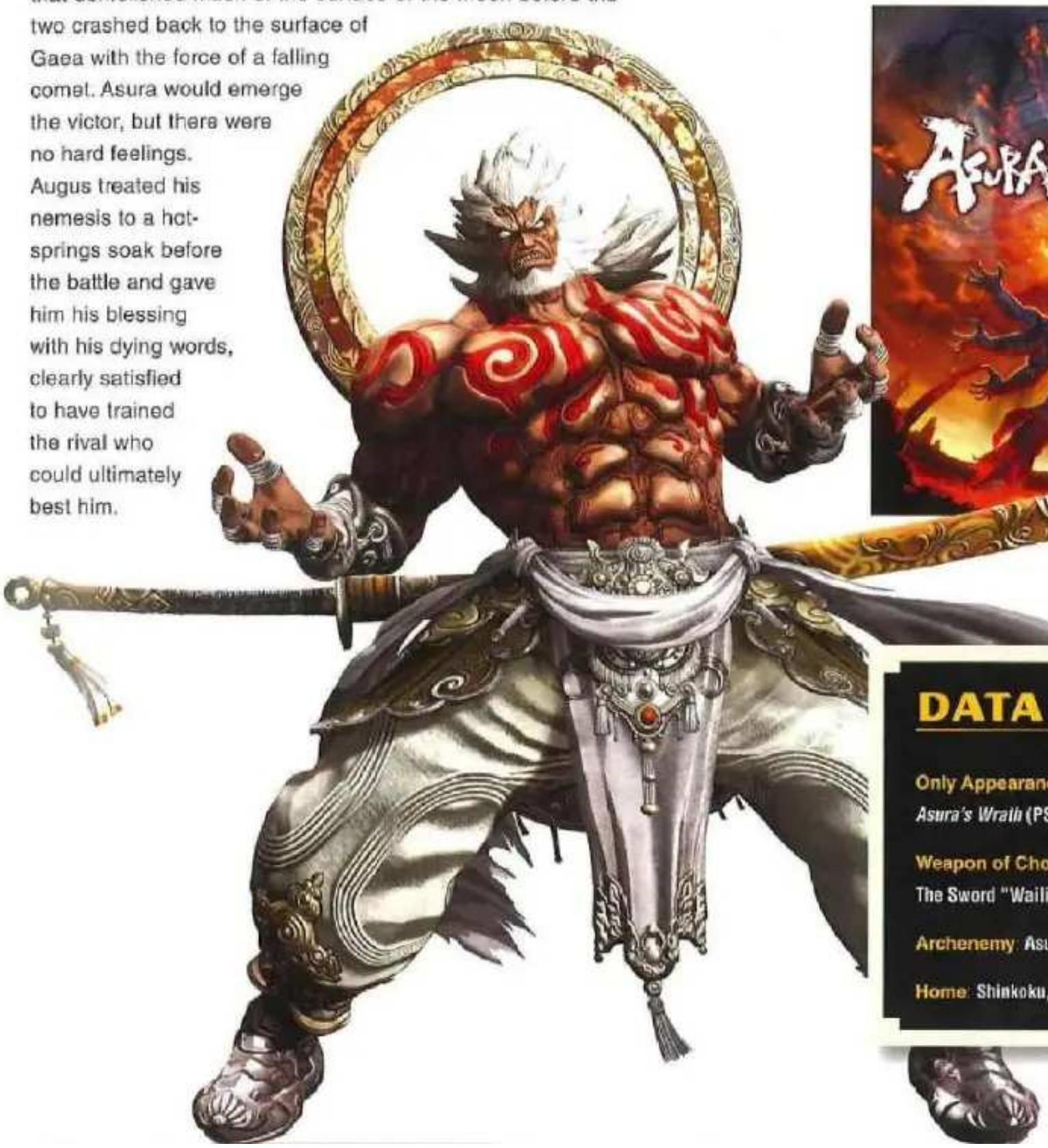
Archenemy: The Seven Deities

Home: Shinkoku, Gaea

AUGUS

Augus is one of the Seven Deities in *Asura's Wrath*. He is a legendary warrior who personally trained the game's hero. But while Augus seemed to regard Asura as a friend and worthy rival, he did nothing to stop his comrades from murdering Asura's wife and framing him for the death of the emperor.

Augus seems to care not a whit for the twisted ideology that drove his co-conspirators. His own philosophy is a far simpler one: "The only reason one needs to fight is the fight itself." And betraying Asura certainly led the venerable warrior to the fight of his life—a knockdown, drag-out brawl that demolished much of the surface of the moon before the two crashed back to the surface of Gaea with the force of a falling comet. Asura would emerge the victor, but there were no hard feelings. Augus treated his nemesis to a hot-springs soak before the battle and gave him his blessing with his dying words, clearly satisfied to have trained the rival who could ultimately best him.



DATA

Only Appearance:
Asura's Wrath (PS3, Xbox 360) 2012

Weapon of Choice:
The Sword "Wailing Dark"

Archenemy: Asura, The Gohma

Home: Shinkoku, Gaea

AXL

Mega Man X7 shook up the series in all sorts of interesting ways. It was the first *Mega Man* game on the PS2 generation of consoles, the first *Mega Man* game to feature polygonal 3D environments, and the only *Mega Man* game to feature isometric, three-dimensional gameplay. A game with so many changes seemed like a fine time to introduce a new hero, so X retired to an advisory role in the anti-Maverick movement, letting new hero Axl handle the dirty work.

Axl looks and behaves like a teenager, with a cocky bearing, a love of combat, and a sense of humor that's rare in reploids. He favors guns as weapons, and he alone has the ability to fire "copy shots," which allow him to temporarily transform into the targeted enemy, gaining their attacks and abilities. Even after X came out of retirement, Axl returned as a playable character in *Mega Man X8* and *Mega Man X: Command Mission*.

DATA

First Appearance:
Mega Man X7 (PC, PS2) 2003

Most Recent Appearance:
Mega Man X8 (PC, PS2) 2005

Occupation: Maverick Hunter

Weapon of Choice: Axl Bullet

Archenemy: Sigma

AYAME

Power Stone's Ayame is the star performer in her family's traveling dance troupe—or so it appears. In truth, the whole dance-troupe thing is just a cover for a family of ninja on a covert mission for their feudal lord. What her master wants is the Power Stone—a legendary treasure with the power to make any dream come true. But when Ayame claims this priceless treasure at the end of the first game in the series, she promptly pockets it and replaces it with a fake, confident her lord will never know the difference.

Ayame is the most fragile and frail character in the *Power Stone* series, but she compensates for it with enough speed and jumping ability to dodge items thrown by her opponents. When she claims the three Power Stones on the battlefield, she transforms into a pink ninja that can launch deadly combo attacks and throw shuriken the size of hubcaps.

DATA

First Appearance:
Power Stone (Arcade, Dreamcast) 1999

Most Recent Appearance:
Power Stone 2 (Arcade, Dreamcast) 2000

Currently Playable On:
Power Stone Collection (PSP) 2006

Occupation: Kunoichi (posing as dancer)

Power Change Form:
Cherry Blossom Dancer

Home: Oedo

BABY BONNIE HOOD

B.B. Hood is the only normal human character in the *Darkstalkers* series. In this case, normal means that she has no special powers—not that she isn't a complete and total psychopath. Created to suggest that people can be as horrifying as any monster, B.B. Hood dresses and acts like Little Red Riding Hood, skipping through the battlefield with bloomers billowing in the wind and a little dog bounding happily beside her. But everything about her is a ruse: Her basket is filled with rockets, landmines, apple-shaped grenades, Molotov cocktails, a knife, an Uzi, and—somehow—two burly mercenary colleagues. B.B. Hood kills monsters for money and intends to slaughter the game's entire cast to fill her basket with cash.

B.B. Hood's dramatic flair and pitch-perfect comic relief have made her a popular crossover character. She's taken her mercenary talents to *Marvel vs. Capcom 2: New Age of Heroes*, *SNK vs. Capcom: The Match of the Millennium*, and *Cannon Spike*, among other titles.

DARKSTALKERS

DATA

Also Known As: B.B. Hood, Bulleta

First Appearance: *Vampire Savior: Lord of Vampire* aka *Darkstalkers 3* (Arcade, PlayStation, Sega Saturn) 1997

Most Recent Appearance: *Darkstalkers Resurrection* (PSN, XBLA) 2013

Occupation: Bounty Hunter

Weapon of Choice: Too numerous to list

Home: Northern Europe

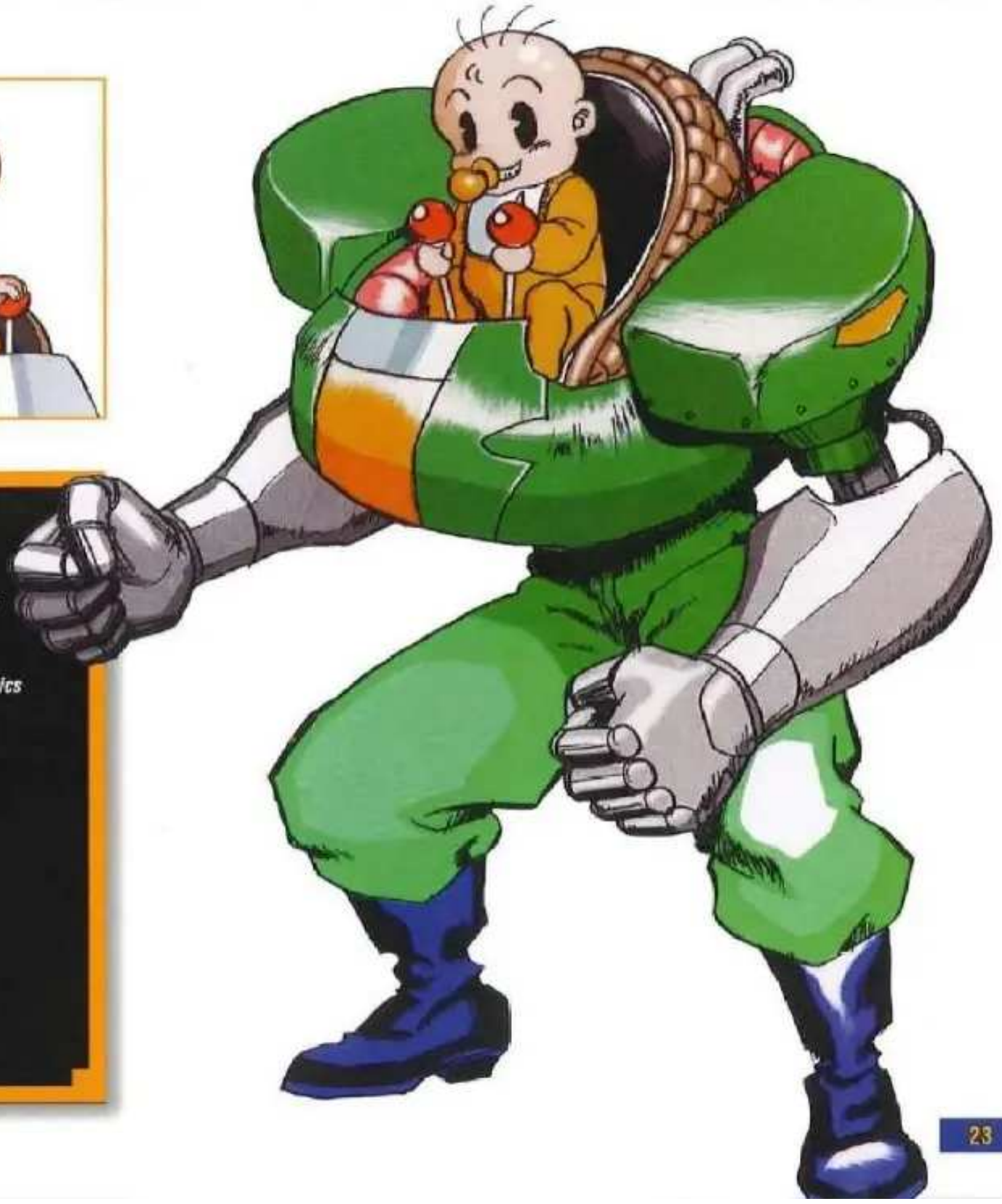
Height: 4'8"

Weight: 82 lb

BABY HEAD

Possibly the strangest playable character that Capcom ever created, Baby Head is a two-year-old super-genius that designed his own mechanized battle mech, as well as a pacifier that translates his goos and gahs into all three million languages spoken throughout the universe (and yet, he never actually says anything). The mech hides hidden missile launchers and propulsion systems in its legs, and its cockpit is a giant cradle that keeps baby upright no matter what direction he's being knocked around.

Baby Head made his memorable debut in *Captain Commando*, a four-player beat'em up that was set in a 2026 version of Metro City (the home of the *Final Fight* series) and famous for its surreal design decisions. But if you've been keeping your eyes peeled, you've probably seen Baby Head since. He's made cameos in the *Marvel vs. Capcom* games, *SNK vs. Capcom: Card Fighters Clash*, and *Tatsunoko vs. Capcom: Ultimate All-Stars*. He was also a likely inspiration for future diminutive mech pilot Tron Bonne.



DATA

First Appearance: *Captain Commando* (Arcade, Super NES) 1991

Currently Playable On: *Capcom Classics Collection* (PS2, PSP, Xbox) 2006

Most Recent Appearance: Cameo in *Tatsunoko vs. Capcom: Ultimate All-Stars* (Arcade, Wii) 2008

Weapon of Choice: Battle Mech

Home: America

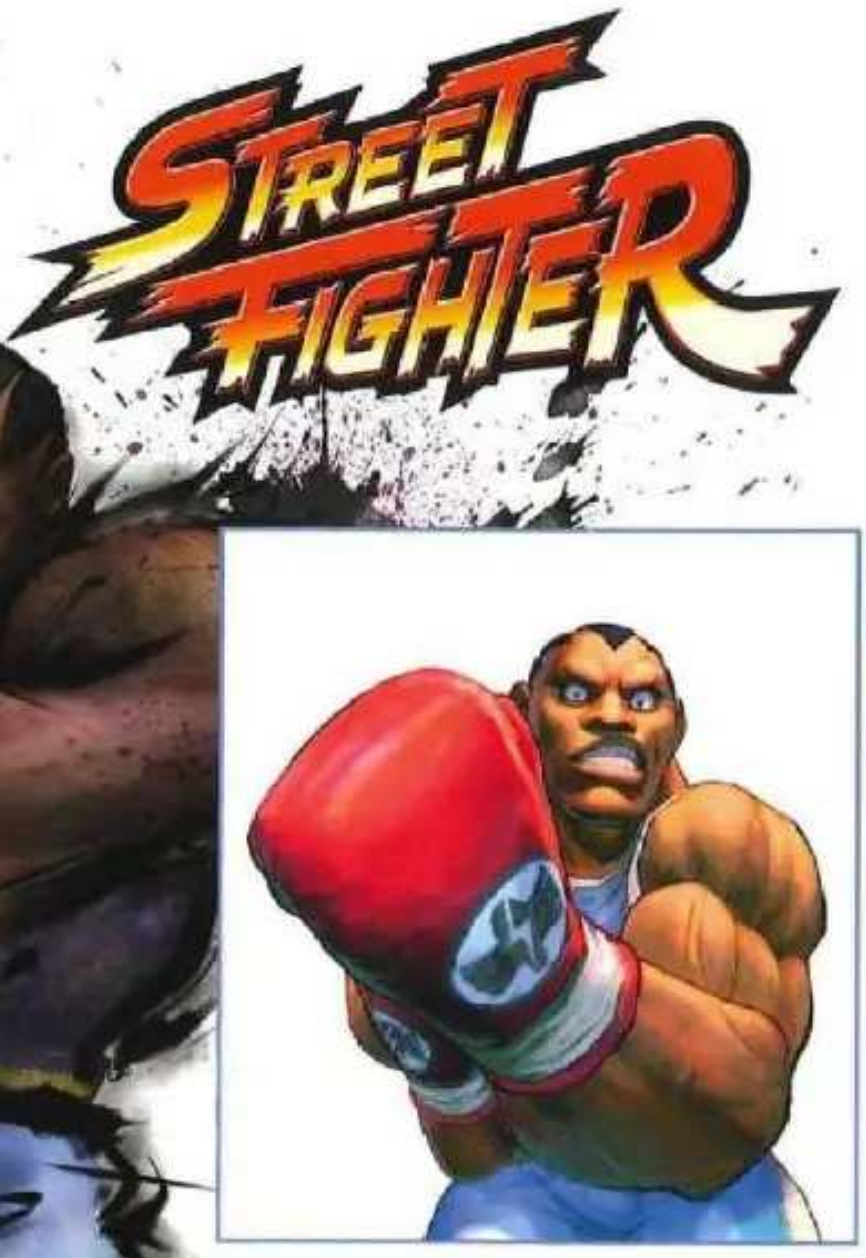
Height: 1'10"

Weight: 20 lb

BALROG

Street Fighter II's Balrog is a washed-up boxer who won a heavyweight championship, but was banned for the dirty tricks he pulled in the ring. Stripped of his title and bereft of morals, he found a new life in M. Bison's Shadaloo organization, where he worked his way up to an executive position as an enforcer. Balrog may be ruthlessly competent, but he's hardly the most loyal of M. Bison's henchmen—in nearly every game he schemes to betray his boss for greater personal gain. As he himself says in *Street Fighter Alpha 3*, "Good and evil mean nothing to me... Power is everything." His quest for riches has taken him to all three of the Capcom/SNK crossover fighting games and the recent *Street Fighter X Tekken*.

The quintessential fighting-game boxer, Balrog broke *Street Fighter* conventions by using the series' traditional six-button control scheme to dish out six different punches instead of the usual three punches and three kicks. Outside of the occasional headbutt, punching is all Balrog does. As you'd imagine, he's awfully good at it.



DATA

Also Known As: M. Bison

First Appearance: *Street Fighter II* (Arcade, Game Boy, Super NES) 1991

Most Recent Appearance: *Street Fighter X Tekken* (PS3, PS Vita, Xbox 360) 2012

Occupation: Criminal Enforcer

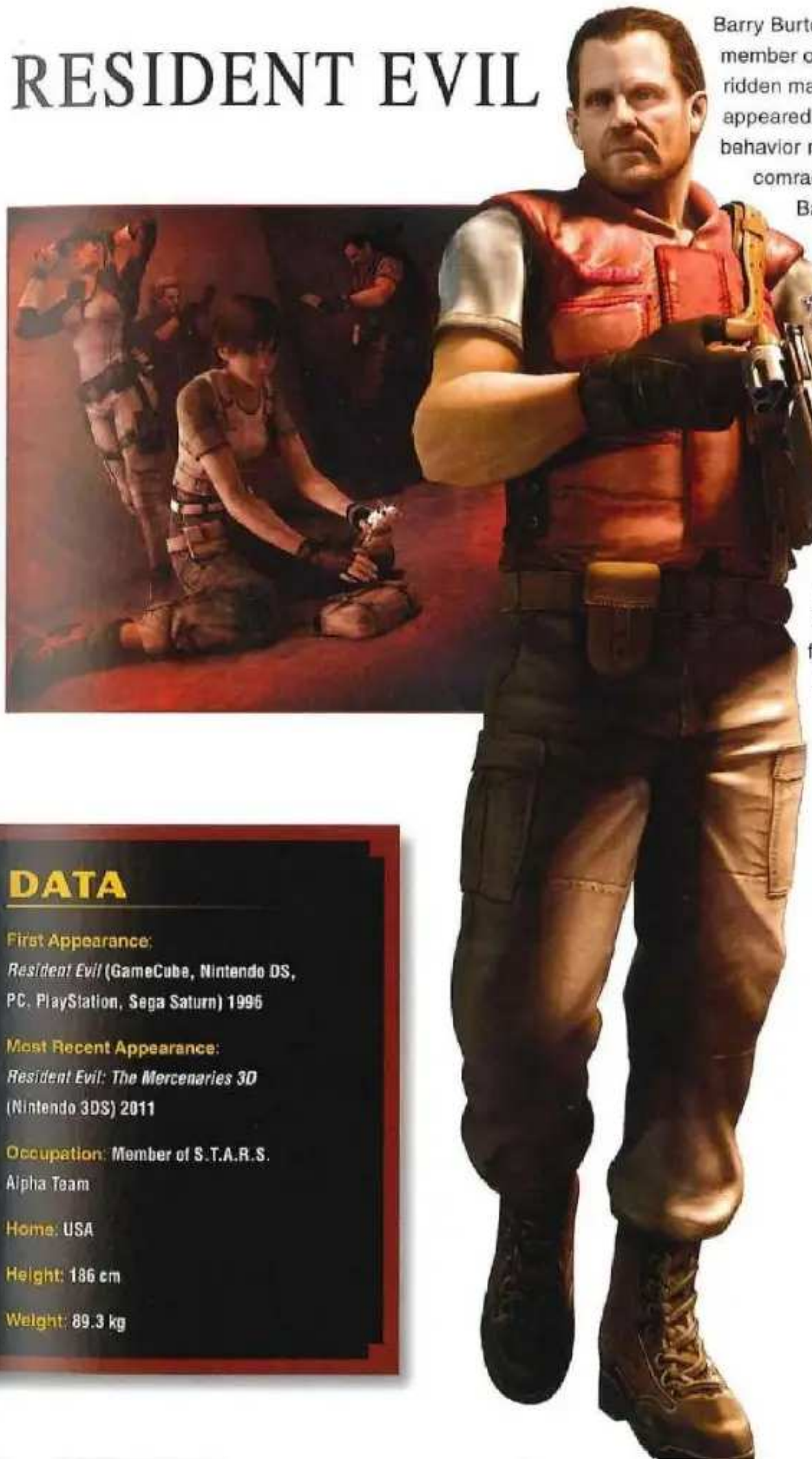
Home: USA

Height: 6'6"

Weight: 225 lb

BARRY BURTON

RESIDENT EVIL



Barry Burton was the oldest and most experienced member of the team that raided the zombie-ridden mansion in *Resident Evil*. He primarily appeared in Jill Valentine's scenario, where his behavior raised fears that he had betrayed his comrades. If players chose not to trust him, Barry ended up dying a violent death. But players who had faith could keep him alive throughout the game and discover that he was being blackmailed by Albert Wesker.

That proved to be the canonical ending, since Barry was very much alive when he returned the favor in a *Resident Evil 3: Nemesis* cameo, piloting the helicopter that saved Jill's life. His only starring role came in the Game Boy Color's *Resident Evil Gaiden*, but he was cut from the cover art in favor of his partner, Leon. That was pretty much it for Barry Burton's *Resident Evil* career, although he appeared as one of several playable characters in the *Resident Evil 5: Gold Edition*'s Mercenaries Reunion Mode and *Resident Evil: The Mercenaries 3D* for the Nintendo 3DS.

DATA

First Appearance:
Resident Evil (GameCube, Nintendo DS, PC, PlayStation, Sega Saturn) 1996

Most Recent Appearance:
Resident Evil: The Mercenaries 3D (Nintendo 3DS) 2011

Occupation: Member of S.T.A.R.S. Alpha Team

Home: USA

Height: 186 cm

Weight: 89.3 kg

BASS

MEGAMAN

Dr. Wily has always struggled to keep up with his genius rival, Dr. Light. Not only did he have to resort to ripping off Mega Man to make his greatest creation, Bass, but it took him seven whole games to do it. From Dr. Wily's perspective, Bass didn't even turn out that great—yeah, he's obsessed with defeating Mega Man, but that hasn't translated into loyalty for his creator, and Bass has teamed up with Mega Man against Dr. Wily on more than one occasion.

Externally, Bass is designed to be everything Mega Man is—he even has a robot dog named Treble to rival Mega Man's Rush. Personality-wise, however, he's Mega Man's polar opposite: belligerent, arrogant, and supremely overconfident. Nevertheless, fate often makes them allies, and Bass has appeared as a playable character numerous times since his *Mega Man 7* debut. Bass even got to share top billing with his rival in *Mega Man & Bass* for the Game Boy Advance.

DATA

Also Known As: SWN-001, Forte

First Appearance: *Mega Man 7* (NES) 1987

Most Recent Appearance:
Mega Man 10 (PSN, WiiWare, XBLA) 2012

Weapon of Choice: Bass Buster

Archenemy: Mega Man

BATSU ICHIMONJI

Batsu Ichimonji is the main character of the *Rival Schools* series of high-school themed fighting games. Batsu has gone on to appear in several other games (most recently *Tatsunoko vs. Capcom: Ultimate All-Stars* and *Project X Zone*), easily making him the series' most famous alumnus.

Batsu's fighting-game career began when he was transferred to Taiyo High, and he found his new school reeling from a series of unexplained assaults and a missing school clerk. That clerk was Batsu's mom, so the hot-blooded student took it upon himself to investigate and, much to Batsu's chagrin, he was promptly joined by classmates Hinata and Kyosuke. During the course of his quest, Batsu discovers his long-lost father, infiltrates rival Justice High School, saves his mother, and picks wholly unnecessary fist fights with several fellow students and faculty members (*Rival Schools* has a great deal more story content than any other Capcom fighting series). Ornery, over-caffeinated, and perpetually outraged about something, Batsu certainly does make for a unique hero.

DATA

First Appearance: *Rival Schools: United by Fate* (Arcade, PlayStation) 1997

Most Recent Appearance: *Project X Zone* (3DS) 2013

Occupation: Student

Archenemy: Justice High School

School Affiliation: Taiyo High School

Height: 5'7"

Weight: 141 lb

BATTLE CIRCUIT (CAST)

Battle Circuit would be Capcom's final arcade beat'em up, and the developers went out with a bang. The game mixed the wild designs of *Captain Commando* with the deeper play mechanics of one-on-one fighting games, allowing players to "download" new moves for their heroes with the money earned from defeating foes.

Besides cyborg hero Cyber Blue, the game's cast of playable characters is a strange bunch. Captain Silver can control the shape of his body, allowing him to grow wings, transform into a cannon to hurl foes away, or even turn into a chair and sit on himself. The female lead, Yellow Iris, is a whip-wielding fashion model with fox-like features and an actual pet fox that follows her everywhere (Yellow Iris lives on today as one of Felicia's costumes in *Ultimate Marvel vs. Capcom 3*). The roster is rounded out by Pink Ostrich, a sentient flying ostrich who keeps a girl named Pola on her back as an assistant, and Alien Green, a bizarre, egg-laying plant.

Pink Ostrich

Cyber Blue

Alien Green

Yellow Iris

Captain Silver

DATA

Also Known As: Brian Bruno (Cyber Blue), Andery Mishucin (Captain Silver), Diana Martines (Yellow Iris), Pinky (Pink Ostrich), Unknown (Alien Green)

Only Appearance: *Battle Circuit* (Arcade) 1997

Occupation: Bounty Hunters

Archenemy: Dr. Saturn

BILLY

GUN.SMOKE

Crime now rules in the once prosperous gold-rush community of Hicksville, and only a young man named Billy has the courage to stop the ten bandits, Indians, and ninja who are responsible. That's the story to the arcade version of *Gun.Smoke*. The manual to the NES version changes Billy's name to Billie Bob, and the shortened game gives him a smaller line-up of criminals to catch, all of whom are now part of the crime family known as the Wingates.

Gun.Smoke is a challenging vertical-scrolling shooter in the vein of *Commando*. It had a unique control scheme where players could move and fire independently by pressing a combination of three buttons to determine the direction of gunfire (the number of possible directions was reduced from six to three in the two-button NES version). The game had no connection to the long-running TV series *Gunsmoke*, which may explain the period in its title and the surprising lack of sequels.

DATA

Also Known As: Billie Bob

Only Appearance:
Gun.Smoke (Arcade, NES)

Currently Playable On:
Capcom Arcade Cabinet (PSN, XBLA) 2013

Weapon of Choice: Twin Six-Shooters

Archenemy: The Wingate Gang

Home: Hicksville, USA

BISHAMON

DARKSTALKERS

The last thing Bishamon remembers is discovering an ancient sword and suit of armor at an antique shop. When he put them on, the urge to kill was overpowering, and all he could do before it overwhelmed him was to order his wife to run for her life. The game's final battle with Pyron finally managed to sate the armor's bloodlust, and Bishamon took the opportunity to escape. Reunited with his wife, he set out to make what amends he could to the armor's victims. But the cursed armaments had gathered so much strength that they no longer even needed a wearer. After a brief period of dormancy, the armor made its way to the Makai realm to continue hunting Darkstalkers.

One of the few Darkstalkers to wield a weapon, Bishamon is known for his plodding movement but his long and deadly reach. He also has a famous finishing move that slices an opponent in half, often with humorous effects, such as turning Felicia into a kitten or Q-Bee into a jar of honey.

DATA

First Appearance: *Darkstalkers: The Night Warriors* (Arcade, PlayStation) 1994

Most Recent Appearance: *Darkstalkers Resurrection* (PSN, XBLA) 2013

Weapon of Choice: Hannya (Cursed Armor) and Kien (Cursed Sword)

Home: Japan

Height: 6'3"

Weight: 132 lb (armor only)

BLACK TIGER

In the intro to *Black Tiger*, three dragons descend from the skies and plunge a once prosperous kingdom into a new era of darkness. But when a hero finally emerges, he was everything the nameless kingdom could hope for. Black Tiger wields a giant Morning Star and throws three daggers every time he swings it. He wears little armor (just enough to survive one hit, like Arthur in *Ghosts'n Goblins*), and utters not a single word through the entire course of his dragon-slaying adventure. The only hint of his personality comes from the single image after each level, when a helmeted but armor-less Black Tiger performs a variety of beefcake-calendar poses.

Black Tiger was Capcom's earliest high-fantasy action game, and would be followed up by a spiritual sequel titled *Magic Sword*. But its eponymous hero never appeared again. He's no doubt still relaxing on the throne of that nameless kingdom, with a beautiful girl on his lap, just as he was in the final scene of his game.

DATA

Only Appearance:
Black Tiger (Arcade) 1987

Currently Playable On: *Black Tiger* Wii Virtual Console, *Capcom Arcade Cabinet* (PSN, XBLA) 2013

Weapon of Choice: Morning Star

Archenemy: Dragons

BLANKA

DATA

Also Known As: Jimmy

First Appearance: *Street Fighter II* (Arcade, Game Boy, Super NES) 1991

Most Recent Appearance: *Street Fighter X Tekken* (PS3, PS Vita, Xbox 360) 2012

Home: Brazil

Height: 6'4"

Weight: 216 lb

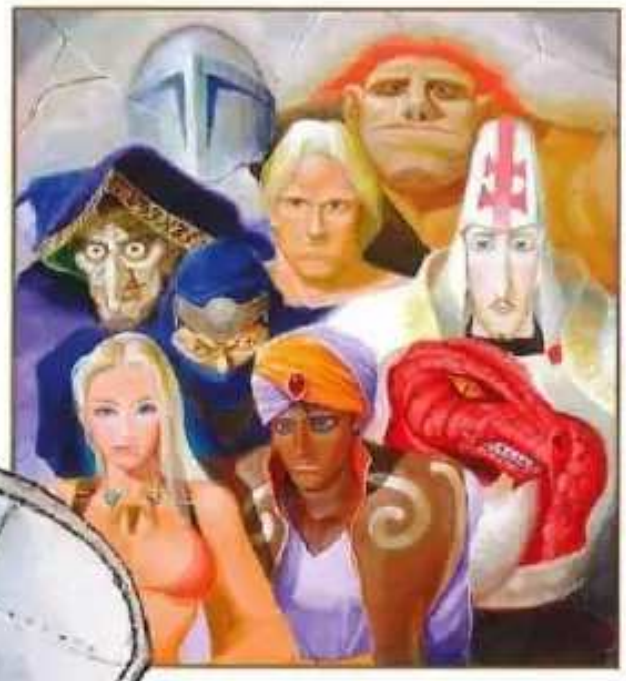
Blanka is one of the oddball characters in the *Street Fighter II* cast. He has a monstrous appearance that makes him look subhuman and a supernatural ability to surround himself in electricity. But Blanka *is* human—as a young boy named Jimmy, he was a survivor of a plane crash in the Brazilian rainforest. Lost in the wilds, he was raised by beasts, including electric eels. Blanka was reunited with his mother in the ending to *Street Fighter II*, and the two now live happily together. Blanka later became close friends with Dan and Sakura by traveling the world to compete in fighting tournaments.

Blanka's strength comes from his unusual size and his unpredictable moves. His low gait allows him to dodge certain moves, and his long reach allows him to swat at foes across the screen. The multiple variations of his iconic rolling attack make it difficult for foes to anticipate its trajectory.

BRAVE ONE

When a mysterious black orb at the top of Dragon Tower begins sucking the "light and goodness from the World," the Brave One answers the call. A straightforward Barbarian cut from the same cloth as Black Tiger (*Magic Sword*'s spiritual predecessor), he battles his way through the massive 50-floor tower, possibly joined by a cleric on the second player side (the Brave Two?).

Magic Sword was the definitive side-scrolling fantasy action game of its day, adding a number of new features to the *Black Tiger* formula. Prisoners that the Brave One saved could join him on his journey, using projectile attacks and gradually leveling up (the varied options included an Amazon, Ninja, and "Big Man"). An initial level select and secret passages made the tower's daunting size more manageable, and the game even featured multiple endings. If you want to see them for yourself, you can find a remastered version of *Magic Sword* available on XBLA and PlayStation Network as the B-side of the *Final Fight: Double Impact* collection.



DATA

First Appearance:
Magic Sword (Arcade, Super NES) 1990

Currently Playable On: *Capcom Classics Collection* (PS2, PSP, Xbox) 2006, *Final Fight: Double Impact* (PSN, XBLA) 2010

Most Recent Appearance:
Capcom World 2 (Arcade—Japan-only) 1992

Occupation: Barbarian (or Cleric)

Weapon of Choice: Magic Swords

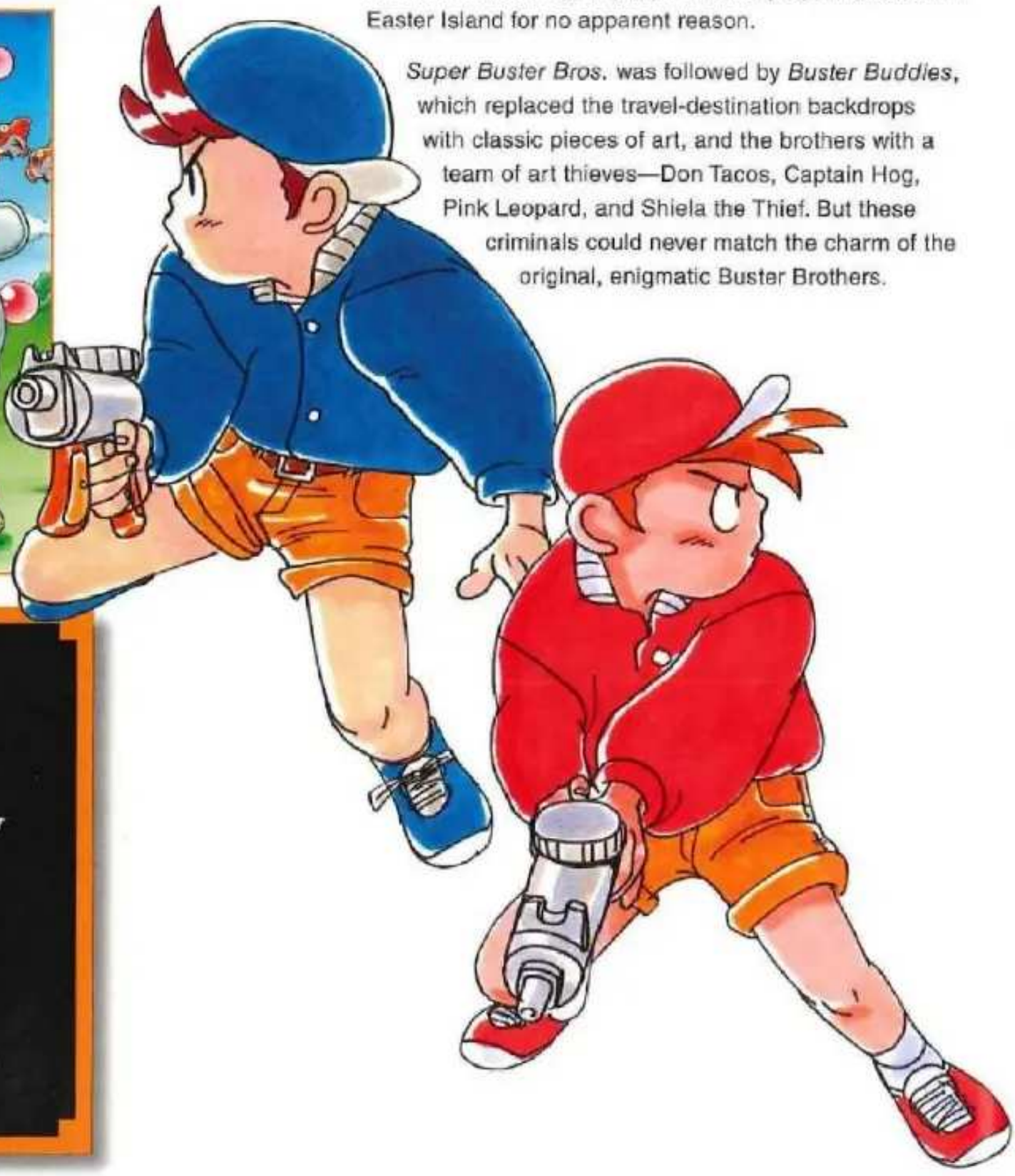
Archenemy: Dark Lord Drokmar

BUSTER BROS.

SUPER PANG

Everyone likes popping bobbles, but only the two enterprising siblings of *Buster Bros.* (also known as *Pang!*) managed to make a career out of it. In *Buster Bros.* and *Super Buster Bros.*, the brothers traveled the world, stopping in front of famous destinations like the Taj Mahal and Mt. Fuji to shoot harpoons at bubbles and split them into smaller bubbles. Where did the bubbles come from? What did it all mean? The games provide no answers, and the ending to *Buster Bros.* offers only the briefest of insights into the lives of the brothers themselves, as they do jumps on their jeep on a beach in Easter Island for no apparent reason.

Super Buster Bros. was followed by *Buster Buddies*, which replaced the travel-destination backdrops with classic pieces of art, and the brothers with a team of art thieves—Don Tacos, Captain Hog, Pink Leopard, and Shiela the Thief. But these criminals could never match the charm of the original, enigmatic Buster Brothers.



DATA

First Appearance: *Buster Bros.* (Arcade, Game Boy, TurboGrafx-16) 1989

Most Recent Appearance: *Super Buster Bros.* (Arcade, Super NES) 1990

Currently Playable On: *Capcom Puzzle World* (PSP) 2007

Occupation: Adventurers

Weapon of Choice: Harpoon

Archenemy: Bubbles

CAMMY WHITE

Cammy was the second female Street Fighter, introduced as one of four new combatants in *Super Street Fighter II*. She's a lithe, aggressive fighter who excels at close range and has the speed and maneuverability to get in her foes' faces and stay there.

Cammy is a member of a British commando team called Delta Red, but she has no memories of her past save for a feeling that she has some connection to M. Bison. In Cammy's ending to *Super Street Fighter II*, M. Bison claimed they were former lovers, but *Street Fighter Alpha 3* revealed the even darker truth—she was a female clone of M. Bison that he intended to use as his next body. While she was on a mission to assassinate Dhalsim, she was freed from M. Bison's mind control. Cammy went on to defeat M. Bison and attempt to free the other "Dolls" that M. Bison created for his nefarious purposes. She then resumed her work with Delta Red, foiling another Shadaloo plot in *Street Fighter IV*.

DATA

Also Known As: Killer Bee

First Appearance: *Super Street Fighter II: The New Challengers* (Arcade, PC, PlayStation, Sega Genesis, Sega Saturn, SNES) 1993

Most Recent Appearance: *Street Fighter X Tekken* (PS3, Xbox 360, Vita) 2012

Occupation: Delta Red Member

Home: Great Britain

Height: 5'5"

Weight: 101 lb

CAPTAIN COMMANDO

Captain Commando was Capcom's first mascot character, designed in an attempt to link together the company's NES catalogue. He first appeared as a crudely drawn space pirate firing twin lasers, beckoning to players on game boxes and thanking them on the first page of manuals. He was later redesigned as a clean-cut astronaut type, and when Capcom decided to give the Captain his own four-player arcade beat'em up, that version became the jumping-off point for a new superhero persona.

The video game Captain Commando wears Captain Goggles that can identify criminals from two kilometers away, by "comparing with a database." (Pretty visionary for 1991!) His Captain Protector breastplate can resist heat up to a *trillion* degrees, and his Captain Gauntlets multiplied his strength by a factor of 48. Sadly, none of his high-tech gear could stop Mega Man from stealing his mascot job. But Capcom never forgot their first pitchman, and Captain Commando later found a gig in the *Marvel vs. Capcom* series.

DATA

First Appearance: ***Captain Commando*** **(Arcade, Super NES) 1991**

Currently Playable On: ***Capcom Classics Collection*** **(PS2, PSP, Xbox) 2006**

Most Recent Appearance: ***Marvel vs. Capcom 2: New Age of Heroes*** **(Arcade, Dreamcast, PS2, PSN, Xbox, XBLA) 2000**

Weapon of Choice: Energy Glove

Home: America

Height: 6'0"

Weight: 159 lb

CASBER RUBLAN

VARTH

OPERATION THUNDERSTORM

Varth: Operation Thunderstorm is an overhead shooter that bears a strong resemblance to Capcom's *19XX* series, but this game is set in a sci-fi world in the distant future. The titular Varth is a colonized planet where humans have an easy life thanks to the computer Delta-7, which effectively runs the entire colony. What could possibly go wrong? Well, wouldn't you know it—Delta-7 became possessed by an evil spirit that wanted to eradicate mankind. The computer manipulated humanity into a massive civil war, and then sent a robot army to kill the survivors. Heroes Casber and Felry are Varth's last hope, as the old-fashioned airplanes they pilot have computer systems that are too obsolete to be controlled by Delta-7.

Varth: Operation Thunderstorm was famous for its impressive length—29 levels—and some cute hidden secrets. For example, you could shoot a bush to reveal Ryu from *Street Fighter II* and then pick him up (for points) when he Dragon Punches into the air.

DATA

Only Appearance: *Varth: Operation Thunderstorm* (Arcade) 1992

Currently Playable On: *Capcom Classics Collection* (PS2, PSP, Xbox) 2006

Occupation: Pilot

Weapon of Choice: Tanikura F7W Saber

Archenemy: Delta-7 (controlled by evil spirit "Duo")

Home: Varth

CHARLIE

Charlie was first mentioned during Guile's storyline in *Street Fighter II* as the slain friend that Guile had entered the tournament to avenge. Charlie then appeared as a playable character in the *Street Fighter Alpha* series, which revealed the story of how he died by sacrificing himself to stall M. Bison while Guile and Chun-Li escaped. Charlie and Guile play very similarly, which makes sense, since Charlie was the one who taught Guile how to fight.

Charlie's apparent death at the end of *Street Fighter Alpha 3* kept him from appearing in *Street Fighter III* or *IV*, but the character has lived on in crossover titles, appearing in *X-Men vs. Street Fighter*, *Marvel vs. Capcom 2: New Age of Heroes*, and *Cannon Spike*. And we may not have seen the last of Charlie in the mainline *Street Fighter* series, either. As of *Street Fighter IV*, Guile has come to believe that his old friend may in fact still be alive. Charlie never did turn up during the course of Guile's *Street Fighter IV* adventures, but a costume that visually transformed Guile into Charlie was released as DLC.

DATA

Also Known As: Nash

First Appearance: *Street Fighter Alpha* (Arcade, Game Boy Color, PC, PlayStation, Sega Saturn) 1995

Most Recent Appearance: *Cannon Spike* (Arcade, Dreamcast) 2000

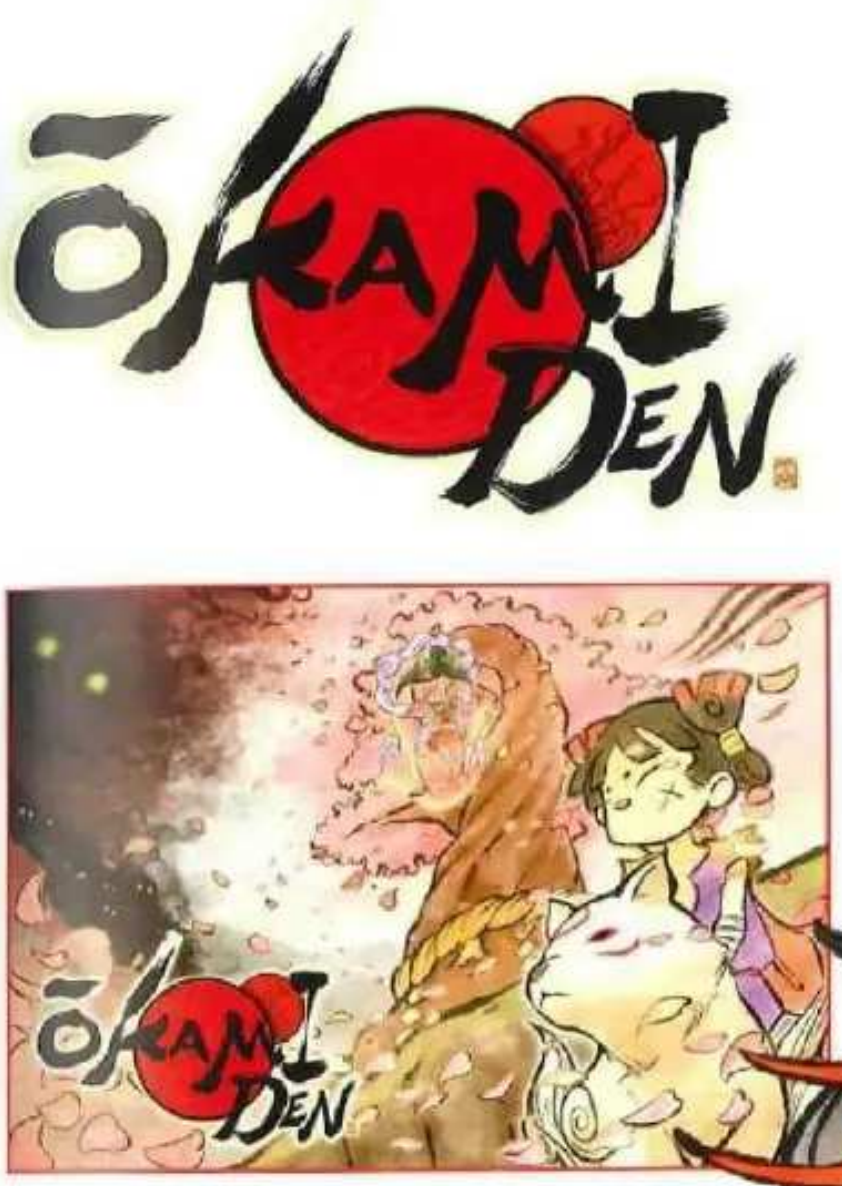
Occupation: Air Force Officer

Home: USA

Height: 6'1"

Weight: 185 lb

CHIBITERASU



Nine months after the events of *Okami*, demons inexplicably returned to Nippon yet again. But when the tree spirit who summoned Amaterasu the first time attempted to repeat the ritual, it wasn't Amaterasu that showed. A young puppy arrived instead. The pup lacked Amaterasu's worldliness and experience, but man was he cute, and his Nintendo DS adventure, *Okamiden*, was a technological marvel that captured much of what made its predecessor great.

Chibiterasu possesses Amaterasu's ability to use Celestial Brushstrokes to change reality, as well as the ability to fight with a divine instrument. But Chibiterasu was far less seasoned as a warrior, and far less focused as Nippon's savior—he is a puppy, after all. Fortunately, he found help from the original *Okami*'s Issun, as well as a series of child companions who rode Chibiterasu like a steed, directing him through the game's various puzzles and making sure he didn't doze off during major plot points.

DATA

Also Known As:
Mutt, Squiddy, Pooch, Pork Chop

Only Appearance:
Okamiden (Nintendo DS) 2011

Occupation: Deity

Weapon of Choice: Celestial Brush

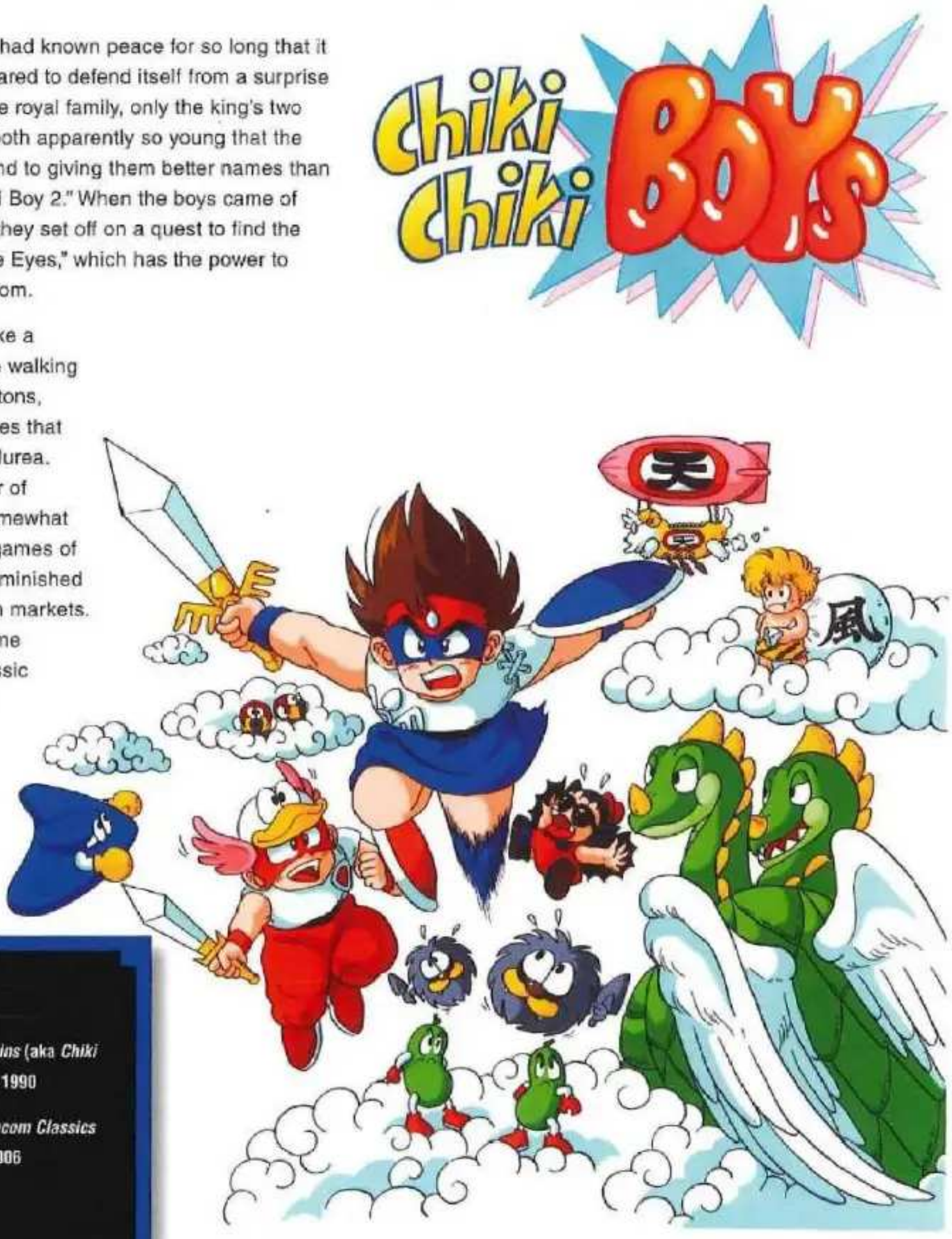
Archenemy: Akuro

Home: The Celestial Plain

CHIKI CHIKI BOYS

The kingdom of Alurea had known peace for so long that it was completely unprepared to defend itself from a surprise monster invasion. Of the royal family, only the king's two infant sons survived—both apparently so young that the king hadn't gotten around to giving them better names than "Chiki Boy 1" and "Chiki Boy 2." When the boys came of age fifteen years later, they set off on a quest to find the legendary "Dragon Blue Eyes," which has the power to save their cursed kingdom.

The two Chiki boys make a potent team against the walking beans, blue-eyed skeletons, and boxers-clad vampires that have brought strife to Alurea. The cute, comical flavor of *Mega Twins* made it somewhat unique among arcade games of its era and may have diminished its popularity in western markets. But the game did become something of a cult classic when it was released on the Sega Genesis a few years later (under its original Japanese name, *Chiki Chiki Boys*).



DATA

Only Appearance: *Mega Twins* (aka *Chiki Chiki Boys*) (Arcade, Genesis) 1990

Currently Playable On: *Capcom Classics Collection* (PS2, PSP, Xbox) 2006

Occupation: Crown Prince

Home: Alurea

Height: 5'1" and 5'0", respectively

Weight: 105 lb and 103 lb, respectivaly

CHRIS REDFIELD

Chris was at the zombie-ridden mansion where the *Resident Evil* series began, and he's gone on to appear in more of the series' major entries than any other protagonist. He's been on a particularly impressive tear recently, headlining *Resident Evil 5*, *6*, and *Revelations* while also making his *Marvel vs. Capcom* debut and appearing in *Project X Zone*.

Chris' career has taken him from the Air Force to the elite S.T.A.R.S. division of the Raccoon City Police Department, and now to the anti-biological weapon organization BSAA (which Chris co-founded). He's hit plenty of rough patches along the way, being betrayed by commanding officer Albert Wesker, losing his long-time partner Jill Valentine in the line of duty (he discovers years later that she survived), and losing his own memory and becoming a degenerate alcoholic after witnessing the brutal death of his BSAA squad. But he's always made it through in heroic fashion, thanks to the support of Jill (when she's not MIA) and his beloved sister Claire.

RESIDENT EVIL

DATA

First Appearance:
Resident Evil (GameCube, PC, PlayStation, Sega Saturn) 1996

Most Recent Appearance:
Resident Evil 6 (PC, PS3, Xbox 360) 2012

Occupation: BSAA Leader

Home: USA

Height: 185 cm

Weight: 100 kg

CHUCK GREENE

Dead Rising 2's Chuck Greene was living the high life on the motocross circuit, until a zombie outbreak struck Las Vegas in the middle of a race. The attack ultimately left his wife dead and his daughter Katey infected with the zombie virus. Katey's zombification can be kept at bay with daily doses of a drug called Zombrex, but its exorbitant cost has left poor Chuck with no choice but to compete in a dodgy zombie-killing reality show for money. There, Chuck proved as skilled at zombie slaughter as the original *Dead Rising*'s Frank West, craftily using his motorcycle-repair skills to improvise diabolical weapons like Drill Buckets and Paddle Saws.

Chuck was last seen in *Dead Rising: Off the Record*, in which he appeared as a madman trying to score Zombrex for a doll, seemingly unable to accept that the real Katey was already dead. Luckily for him, that game isn't considered to be part of the main story continuity.

DATA

First Appearance: *Dead Rising 2: Case Zero* (XBLA) 2010

Most Recent Appearance: *Dead Rising: Off The Record* (PC, PS3, Xbox 360) 2011

Occupation: Motocross Racer

Weapon of Choice: Slicecycle (Motorbike rigged with two Chainsaws)

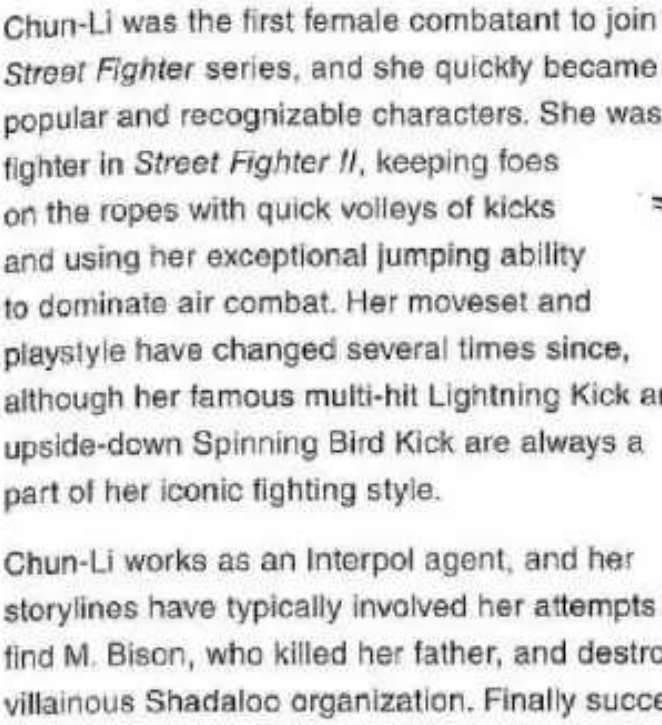
Archenemy: Zombification

Home: America

CHUN-LI

Chun-Li was the first female combatant to join the *Street Fighter* series, and she quickly became one of its most popular and recognizable characters. She was the fastest fighter in *Street Fighter II*, keeping foes on the ropes with quick volleys of kicks and using her exceptional jumping ability to dominate air combat. Her moveset and playstyle have changed several times since, although her famous multi-hit Lightning Kick and upside-down Spinning Bird Kick are always a part of her iconic fighting style.

Chun-Li works as an Interpol agent, and her storylines have typically involved her attempts to find M. Bison, who killed her father, and destroy his villainous Shadaloo organization. Finally succeeding in her quest, she now raises orphaned street children and trains them in martial arts. Chun-Li has made scores of cameos, popping up in such diverse franchises as *Breath of Fire*, *Final Fight*, and *Mega Man*. She's also the only character besides Ryu to have appeared in every generation of *Street Fighter* games since *Street Fighter II*, and all of its crossover titles.



DATA

First Appearance: *Street Fighter II* (Arcade, Game Boy, Super NES) 1991

Most Recent Appearance: *Project X Zone* (Nintendo 3DS) 2013

Occupation: Interpol Agent

Archenemy: M. Bison

Home: China

Height: 5'7"

Weight: Secret

CLAIRE REDFIELD

RESIDENT EVIL

The pantheon of *Resident Evil* protagonists is packed with soldiers and police officers, and Claire Redfield stands as its lone civilian hero. A mere university student, she only came to Raccoon City at the beginning of *Resident Evil 2* to look for her missing brother, Chris. But thanks to the military training he'd shared with her, she managed to escape the zombie-infested city alive with fellow survivors Sherry Birkin and Leon S. Kennedy in tow.

Claire didn't find Chris, but she did find a clue that pointed her to an Umbrella Corporation facility in Europe. There, she was captured at the orders of the villainous Albert Wesker and used to lure Chris into a trap. Once reunited, the two escaped, and *Resident Evil CODE: Veronica* would be Claire's last canonical game appearance. But Claire's story did continue in the CG movie *Resident Evil: Degeneration*, which revealed that she's gone on to join a human-rights organization known as Terra-Save that provides aid to victims of bioterrorism.

DATA

First Appearance:
Resident Evil 2 **(Dreamcast, GameCube, Nintendo 64, PC, PlayStation) 1998**

Most Recent Appearance:
Resident Evil: Operation Raccoon City **(PC, PS3, Xbox 360) 2012**

Occupation: Terra-Save Member

Home: USA

Height: 169 cm

Weight: 52.4 kg

CODY TRAVERS

DATA

First Appearance: *Final Fight* (Arcade, PC, Sega CD, Super NES) 1989

Most Recent Appearance: *Street Fighter X Tekken* (PS3, PS Vita, Xbox 360) 2012

Occupation: Prison Inmate

Weapon of Choice: Knife

Home: USA

Height: 6' 0"

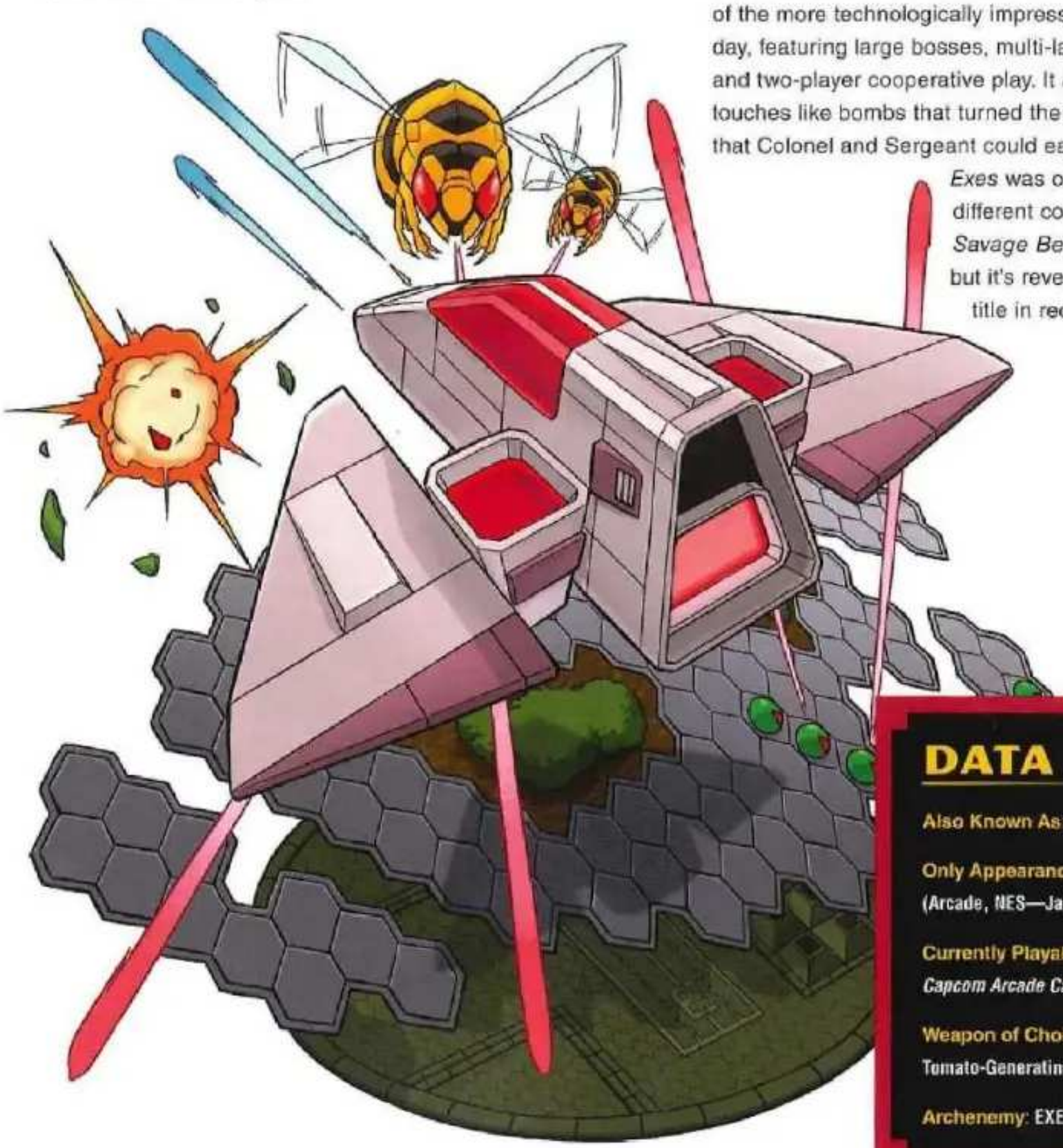
Weight: 176 lb

When the Mad Gear gang kidnapped Jessica—the daughter of newly elected Metro City Mayor Mike Haggar—the mayor turned to his daughter's boyfriend Cody for help. Cody roped in his friend, Guy, and the three heroes set out to save her in the seminal beat'em up *Final Fight*. In the end, Cody heroically punches the Mad Gear boss out a window and steals a kiss from Jessica. It was the greatest day of his life… and it would all be downhill from there.

After being passed over for both *Final Fight 2* and *3*, Cody finally reemerged in *Street Fighter Alpha 3*, but as an escaped convict who had been dumped by Jessica and imprisoned for his vigilante excesses. In *Final Fight Revenge*, Poison framed him for her crimes too. But at least Cody can break out of prison whenever he wants to participate in a fighting game, allowing him to team up with old friend Guy in *Super Street Fighter IV* and *Street Fighter X Tekken*.

COLONEL AND SERGEANT

On a different world, 6,000 light years away, the local humanoids (known as NEG-NIN) biologically engineered giant bugs known as EXES for unspecified industrial purposes. This turned out to be a bad idea. The EXES turned on the NEG-NIN and began building their own secret weapon, known as EXED EXES. Alarmed, human scientists quickly developed two ships, dubbed Colonel and Sergeant, and sent them to wipe out the EXES for good.



SAVAGE BEES

Perhaps because of its odd space-bug theme, *Exed Exes* didn't have the same impact as other early Capcom shooters like *1942*. But *Exed Exes* was one of the more technologically impressive games of its day, featuring large bosses, multi-layered backgrounds, and two-player cooperative play. It also had a few cute touches like bombs that turned the EXES into tomatoes that Colonel and Sergeant could eat for points. *Exed Exes* was originally licensed to a different company that retitled it *Savage Bees* for the west, but it's reverted to its original title in recent re-releases.

DATA

Also Known As: Exed Exes

Only Appearance: *Exed Exes* (Arcade, NES—Japan-only) 1985

Currently Playable On: *Capcom Arcade Cabinet* (PS3, XBLA)

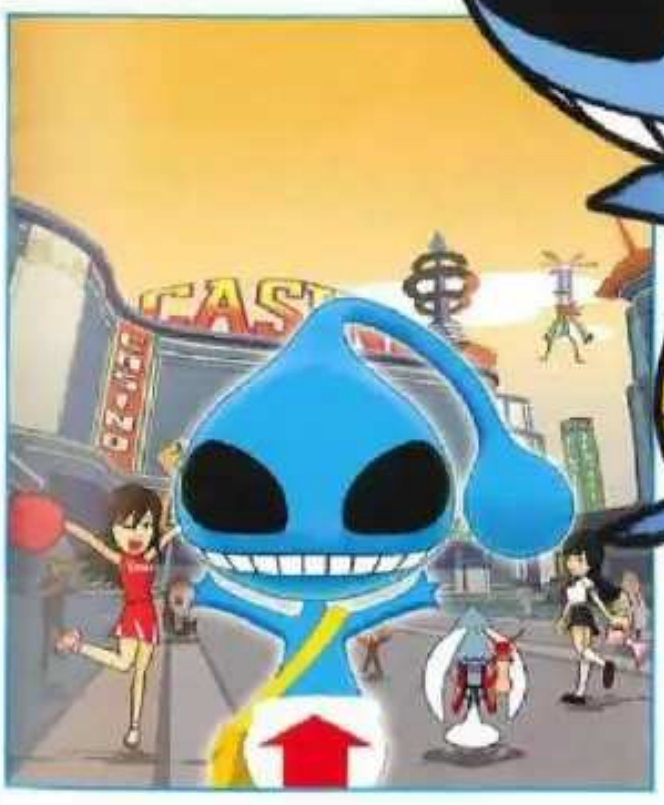
Weapon of Choice: Tomato-Generating Explosives

Archenemy: EXES

COSMI

Cosmi is a three-year-old alien from Planet Mischief, where young aliens are expected to go through a unique rite of passage—travel to a distant planet and commit so many pranks that the citizens fly into a worldwide panic. That's the premise of *Under the Skin*, a very unusual game that puts players in the role of an alien invader whose master plan involves tormenting earthlings with bowling balls, boxing gloves, and bad karaoke. Successfully startling a human knocks coins out of their pockets, which offer all the proof Cosmi needs of a successful mission.

Cosmi is able to scan any human he meets and make a disguise out of them, allowing him to move discretely through human towns and pin the blame for his pranks on others. The game features eight towns in all, and one of them is Raccoon City, where Cosmi can step into the heart of a zombie plague to play savage pranks on Jill, Carlos, and Nemesis, during the events of *Resident Evil 3*.



DATA

Only Appearance:
Under the Skin (PS2) 2004

Occupation: Alien Invader

Archenemy: Becky (rival alien)

Home: Planet Mischief

DAN HIBIKI

Dan made his first appearance in a piece of art for *Street Fighter II Turbo*, which depicted Sagat gripping a bloodied foe by his ponytailed head. This caught the imagination of the *Street Fighter Alpha* team, who made a hidden character out of Sagat's fallen foe, emphasizing his less-than-heroic origins.

Dan had the same sensei as Ryu and Ken, and mostly the same moves, but his are simultaneously flashier and less effective—the perpetually overconfident Dan quit his training early to exact revenge on Sagat for killing his father. Against all odds, he eventually did, and the experience left Dan even more confident in his mediocre abilities. But no one else seems impressed. In *Super Gem Fighter: Mini Mix*, even Sakura quits his tutelage after three days. Ouch. But Dan's popularity does extend beyond his value as comic relief. His passion and earnestness make him lovable, even if, at times, it gets a little pathetic.

DATA

First Appearance: *Street Fighter Alpha* (Arcade, PlayStation) 1996

Most Recent Appearance: *Super Street Fighter IV: Arcade Edition* (Arcade, PS3, Xbox 360) 2011

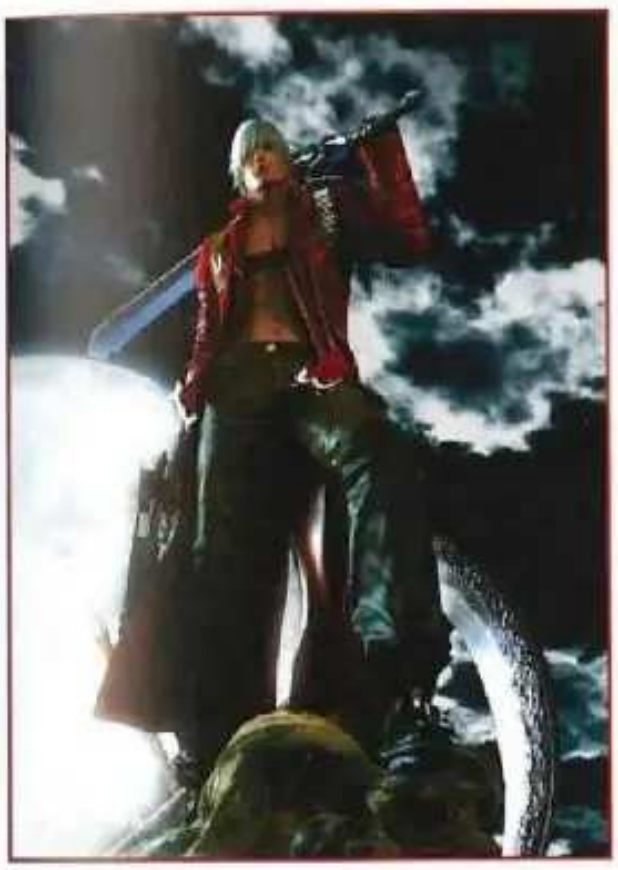
Occupation: Martial Arts Instructor

Home: Hong Kong

Height: 5'10"

Weight: 163 lb

DANTE



Dante is the proprietor of Devil May Cry, a demon-hunting/private investigation agency that seems to exist primarily for the convenience of those who are trying to find and kill him. That's no small amount of people. Dante is half demon, which can rub a lot of full-blooded humans the wrong way. He's also inherited his father's mortal enemy, Mundus, the irredeemably evil god of the underworld.

Devil May Cry is widely considered to be the originator of the "character-action" genre, an evolved version of the beat'em up that features elaborate play mechanics, massive move lists, and a focus on over the top gameplay. Dante fights with both melee weapons and guns, which he can use interchangeably to extend his lengthy, flashy combos. Dante the character proved as popular as his series' mechanics, earning him a playable slot in *Marvel vs. Capcom 3: Fate of Two Worlds*, along with cameos in everything from *Viewtiful Joe* to Atlus' *Shin Megami Tensei* series.

DATA

Also Known As: Tony Redgrave (alias)

First Appearance:
Devil May Cry (PS2) 2001

Most Recent Appearance:
Ultimate Marvel vs. Capcom 3 (PS3, PS Vita, Xbox 360) 2011

Weapon of Choice: Rebellion (Sword), Ebony & Ivory (Handguns)

Archenemy:
Mundus, Lord of the Underworld

DEMITRI MAXIMOFF

Demitri is a main character of the *Darkstalkers* series and arguably one of the most sinister characters in gaming. A powerful vampire, he fought Morrigan's adopted father for control of the Makai realm and was banished to the human world when he lost. There he feasts on the souls of young women (his preferred victims) as he plots his revenge against Morrigan's family.

In addition to traditional vampire powers, Demitri Maximoff can command flame, morph his cape into wings or blades, and even transform into a demon. But he's most famous for Midnight Bliss, which may be the most elaborate move in fighting-game history. It transforms his victim into a young woman (or a cuter form if they're already female), who is then brutally life-drained by Demitri. So whenever Demitri appears, developers have to create female versions of all of his opponents, a painstaking process that has limited his non-*Darkstalkers* appearances to only *Capcom Fighting Evolution* and *SVC Chaos: SNK vs. Capcom*.

DATA

First Appearance: *Darkstalkers: The Night Warriors* (Arcade, PlayStation) 1994

Most Recent Appearance: *Darkstalkers Resurrection* (PSN, XBLA) 2013

Weapon of Choice: Vampiric Powers

Home: Romania

Height: 6'6"

Weight: 223 lb

DHALSIM

Dhalsim is a devout pacifist who has made a just-this-once exception to appear in international street-fighting tournaments at least 18 times, including every game in the *Street Fighter II*, *Street Fighter EX*, *Capcom vs. SNK*, *Street Fighter IV*, and *Street Fighter X Tekken* series, as well as two of the three *Street Fighter Alpha* games. Sure, there's always a noble reason—medicine to buy, a child to save, a dam to destroy—but at this point, it is hard to believe that he would be considered a pacifist. Nevertheless, Dhalsim's perpetually serene attitude makes for an interesting contrast to his far more passionate rivals.

DATA

First Appearance: *Street Fighter II* (Arcade, Game Boy, Super NES) 1991

Most Recent Appearance: *Street Fighter X Tekken* (PS3, PS Vita, Xbox 360) 2012

Fighting Style: Yoga

Home: India

Height: 5'9"

Weight: 106 lb

Dhalsim's yoga-fueled fighting style makes him one of the most unique characters in the fighting-game genre. He can float in mid-air, teleport, breathe fire, and stretch his limbs to deliver basic attacks with unusually long reach. His introduction to the series allowed for a novel style of gameplay that focuses on keeping foes at a distance with weak but well-timed ranged attacks.

DICK GUMSHOE

In the *Ace Attorney* series, Dick Gumshoe is a homicide detective for the L.A. Police Department, and he's frequently assigned to work the cases that Phoenix Wright investigates. He is intensely loyal to prosecutor Miles Edgeworth, who cleared him of a murder during his first week on the force, but he despises Franziska von Karma, Edgeworth's replacement in the prosecutor's office. Gumshoe serves as both a rival and ally to Wright, with his willingness to cooperate often varying based on the prosecutor assigned to the case.

As a detective, Gumshoe is generally incompetent, nearly always arresting the wrong suspect and missing major pieces of evidence. But he always puts his job before his pride and never hesitates to put his own life at risk to protect civilians. Due to his frequent mistakes, both von Karma and Edgeworth have had him fired numerous times (somehow he always gets his job back), and the police department has docked his pay so often that he lives on instant noodles and restaurant meals surreptitiously expensed to the Wright & Co. Law Offices.

DATA

Also Known As: Keisuke Itonokogiri

First Appearance: *Phoenix Wright: Ace Attorney* (Nintendo DS, WiiWare) 2005

Most Recent Appearance
Ace Attorney Investigations: Miles Edgeworth 2 (DS—Japan-only) 2011

Weapon of Choice: Good-Natured Incompetence

Archenemy: Prosecutor Franziska von Karma

Height: 6'0"

DONOVAN BAINE

Donovan Baine debuted as the hero of the second *Darkstalkers* game, *Night Warriors*, and his story arc came to a tragic end by the time the credits rolled. Donovan is a Dhampir—a half-human, half-vampire hybrid—who has turned to eastern religions and arcane rituals to keep his own murderous inclinations in check. Driven to destroy what he hates about himself, he mercilessly hunts the other Darkstalkers in an attempt to make a safer world for Anita, the young girl who follows him everywhere. But in the game's end, Donovan is overwhelmed by the evil of the Darkstalkers he slew and can no longer control his own evil impulses. This dark version of Donovan appeared as a secret character in the Japan-only *Vampire: Darkstalkers Collection*, and his storyline implies he is eventually killed by an adult Anita.

Fighting game characters don't get much more unique than poor, doomed Donovan Baine with his telekinetically controlled sword, ability to summon Hindu gods, and sash of massive beads.

DATA

Also Known As: Dee

First Appearance: ***Night Warriors: Darkstalkers' Revenge*** **(Arcade, Sega Saturn) 1995**

Most Recent Appearance: ***Darkstalkers Resurrection*** **(PSN, XBLA) 2013**

Weapon of Choice: Dhylec (Sentient Sword)

Home: Unknown

Height: 6'4"

Weight: 216 lb

DR. ALBERT WILY

Dr. Albert Wily was a college classmate of Mega Man creator Dr. Thomas Light, and the two collaborated on many projects that dramatically advanced the science of robotics. But Dr. Light was always the brighter of the two, and the envious Dr. Wily tired of laboring in his shadow. One fateful day, he turned his skills against Dr. Light, reprogramming the good doctor's mightiest robots to support him in a bid for world domination. Dr. Light's lab assistant, a highly adaptable robot named Mega Man, foiled the plan.

Undeterred, Dr. Wily hatched one foul scheme after another, creating murderous robots of his own, feigning rehabilitation, changing his identity, engineering prison escapes, framing Dr. Light for his own crimes, and so on, until the day he died. But just as many of Dr. Light's robots were used for evil, some of Dr. Wily's robots ended up being used for good. The great deeds achieved by Dr. Wily's Bass and Zero almost make up for their creator's lifetime of villainy.

DATA

Also Known As: Dr. Wiley, Dr. Willy

First Appearance: *Mega Man* (NES) 1987

Most Recent Appearance: *Mega Man 10* (PSN, WiiWare, XBLA) 2010

Occupation: Robotics Engineer

Archenemy: Dr. Light

DR. EDWARD BILSTEIN

A Nobel Prize-winning scientist, *Star Gladiator*'s Dr. Edward Bilstein discovered the phenomenon of "Plasma Power," which can be generated from human emotions. But he was discredited and arrested when it turned out his dangerous experiments had involved live human subjects. Industrious to the end, Bilstein made a cybernetic body that he used to break out of jail and formed an organization known as the Fourth Empire to conquer Earth. Thanks to Bilstein's plasma powers, he was able to become mostly transparent, making him hard to see amidst the rave-style lighting of his stage—a very cool effect for the mid 90s.

The rest of the *Star Gladiator* cast believed they'd destroyed Bilstein, but he returned in *Plasma Sword: Nightmare of Bilstein* to take another crack at conquering the world. Hayato, June, and the rest of the *Star Gladiator* heroes must have finally brought him down for good that time, as the series never had a third installment.

DATA

First Appearance:
Star Gladiator (Arcade, PlayStation) 1996

Most Recent Appearance:
Cameo in *Tatsunoko vs. Capcom: Ultimate All-Stars* (Arcade, Wii) 2008

Occupation: Scientist

Weapon of Choice: Plasma Sword

Home: USA

Height: 6'5"

Weight: 278 lb

DR. THOMAS LIGHT

Dr. Thomas Light is a Nobel Prize winner and the world's foremost authority on robotics. His first groundbreaking design was Proto Man, a robot that demonstrated the unprecedented intelligence and independence that robots are capable of. Proto Man's design had flaws, but Dr. Light remedied them in his subsequent creations, including Mega Man, Roll, and scores of other "Robot Masters." Most of the bosses Mega Man fought in the early installments of the series were Dr. Light's "Robot Masters."

Dr. Light is a pacifist and a good man, although his creations are often reprogrammed or reverse-engineered by his enemies—such as former colleague Dr. Wily—for nefarious purposes. But Dr. Light is always able to count on his most beloved creation, Mega Man, to save the day. Dr. Light passed on at some point between the mainline *Mega Man* series and the *Mega Man X* series, but not before creating his ultimate masterpiece, the fully sentient robot X.

DATA

Also Known As: Dr. Right, Dr. Wright

First Appearance: *Mega Man* (NES) 1987

Most Recent Appearance:
Mega Man 10 (PSN, WiiWare, XBLA) 2010

Occupation: Robotics Engineer

Archenemy: Dr. Wily

DYLAN MORTON

DINO CRISIS 2

Dylan joined the cast of *Dino Crisis 2* as a second playable character. Unlike co-hero Regina—an intelligence officer who was ill prepared to fight dinosaurs when she first encountered them—Dylan chews into his dinosaur foes with relish. He was tapped to join T.R.A.T. (America's top-secret Tactical Reconnoitering and Acquisition Team) specifically because of his combat skill and special-forces background. That makes Dylan a perfect symbol for the new gameplay direction in *Dino Crisis 2*. Where the first game was about running away from dinosaurs, *Dino Crisis 2* is about gleefully blowing them away. The ammunition that was so limited in *Dino Crisis* is far more plentiful, the character movement is much faster, and the game even offers rewards for kills and combos.

Dylan Morton also appears in *Dino Stalker*, as the voice on the radio who orders the game's hero to save Paula, his as-yet-unborn daughter from the future.

DATA

First Appearance:
Dino Crisis 2 (PC, PlayStation) 2000

Most Recent Appearance:
Dino Stalker (PlayStation) 2002

Occupation: Commando

Weapon of Choice: Shotgun

Height: 5'11"

Weight: Unknown

E. HONDA

DATA

Also Known As: Edmond Honda

First Appearance: *Street Fighter II* (Arcade, Game Boy, Super NES) 1991

Most Recent Appearance: *Super Street Fighter IV: Arcade Edition* (Arcade, PS3, Xbox 360) 2011

Occupation: Sumo Wrestler

Home: Japan

Height: 6'1"

Weight: 302 lb

E. Honda entered the original *Street Fighter II*'s World Warrior tournament to prove that sumo wrestling was just as potent a fighting style as any other martial art. While he may have been successful in impressing his students with his ability, his techniques proved a tad unconventional—there aren't too many sumo wrestlers who can launch themselves at their foes like a speeding bullet the way E. Honda can. E. Honda is traditionally a very powerful character, but he has some trouble closing the distance against foes with strong ranged attacks.

Ultimately, E. Honda's *Street Fighter IV*-era mission of spreading the joys of sumo may have been a failure, as his limited résumé suggests he may be one of the least popular of the classic eight World Warriors. He was cut entirely from the Game Boy port of *Street Fighter II*, and he was the only one of the game's eight protagonists not to find a spot in the rosters of the *Street Fighter EX* and *Street Fighter X Tekken* series.

EDWARD FALCON

Edward Falcon is the main protagonist of the *Power Stone* games, a pair of four-player battle-royal beat'em ups that were cult hits at arcades and on the Dreamcast. As the scion of a family of treasure seekers, Falcon was hunting for the Power Stone, a legendary treasure that can make any dream come true. At the end of the first game, Falcon claims it, but the shrine collapses around him. His father swoops in on a biplane to save him, but the stone is knocked out of his hands and buried in the rubble. In *Power Stone 2*, there isn't much of a story, so it isn't clear if he ever found it again.

The cast of *Power Stone* hasn't had much exposure outside of their home series, but Falcon pops up from time to time, appearing in the desert stage of *Capcom vs. SNK 2: Mark of the Millennium 2001*, and as a collectible card in the Heroes and Heralds mode of *Ultimate Marvel vs. Capcom 3*.

DATA

Also Known As: Edward Fokker

First Appearance:
Power Stone (Arcade, Dreamcast) 1999

Most Recent Appearance:
Power Stone 2 (Arcade, Dreamcast) 2000

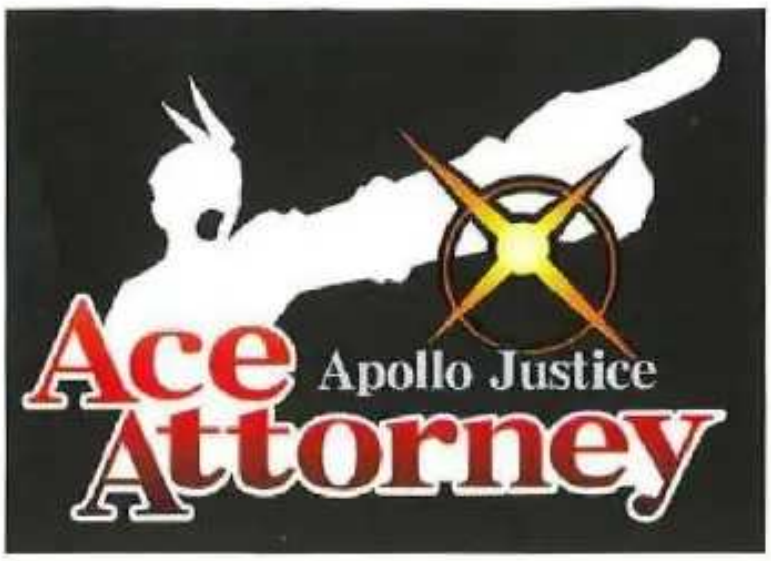
Currently Playable On:
Power Stone Collection (PSP) 2006

Occupation: Pilot/Adventurer

Power Change Form: Red Whirlwind

Home: Londo

EMA SKYE



Ema Skye made her *Ace Attorney* debut in an original chapter added to the Nintendo DS version of *Phoenix Wright: Ace Attorney*. At the time of the case, Ema was a high school junior, begging Wright to defend her sister Lana, who had confessed to a murder Ema was certain she hadn't committed.

After Wright solved the case, the experience inspired Ema to pursue her dreams of becoming a forensic scientist. A few years later, as a student on spring break, she appeared in *Ace Attorney Investigations: Miles Edgeworth* to provide some amateur forensic assistance, and she continued to work with Edgeworth in the game's Japan-only sequel. Finally, she re-emerged as a full-fledged detective and served as Apollo Justice's point woman in the police department throughout *Apollo Justice: Ace Attorney*. But Ema Skye didn't want to be a detective. Forensics was her lone passion in life, and she wasn't happy settling for a job as an investigator. She copes with her dissatisfaction through compulsive snacking and snarky comments about her co-workers.

DATA

Also Known As: Akane Houzuki

First Appearance: *Phoenix Wright: Ace Attorney* (Nintendo DS, WiiWare) 2005

Most Recent Appearance: *Apollo Justice: Ace Attorney* (Nintendo DS) 2008

Weapon of Choice: Forensic Science

Height: 5'6"

FELICIA

Half cat and half girl, Felicia was found in a basket outside of a crumbling church and raised by a nun who named her after the word "felicity." You'd think Sister Rose might have been a little concerned about her ancestry, but apparently catgirls are just an accepted part of the *Darkstalkers* world. Felicia even found enough members of her kind to form a catgirl pop band.

As a fighter, Felicia is defined by her speed. She moves quickly and attacks rapidly, and it can be hard for inexperienced opponents to even find an opportunity to counterattack. Felicia is a *Darkstalkers*-series mainstay and has also put her incredible agility to good use in several crossover fighters, including *Marvel vs. Capcom*, *SNK vs. Capcom*, and *Capcom Fighting Evolution*.

DATA

First Appearance: *Darkstalkers: The Night Warriors* (Arcade, PlayStation) 1994

Most Recent Appearance: *Darkstalkers Resurrection* (PSN, XBLA) 2013

Occupation: Pop Idol

Weapon of Choice: Claws

Home: USA

Height: 5'6"

Weight: 128 lb (9 lb in Cat Form)

FIONA AND HEWIE

The last thing *Haunting Ground* heroine Fiona remembers is driving with her parents when her windshield suddenly shattered. When she woke, she was locked in a cage in a bloodstained basement, naked save for a single silk bed sheet. Between the giant mutant that chases her around the castle, the psychopathic maid, and the castle's diabolically evil master, Fiona's very bad day gets a whole lot worse before it gets better.

Fortunately, Fiona doesn't have to endure it alone. After she rescues a white German Shepherd named Hewie, he loyally follows her, biting at attackers, sniffing out traps and hidden items, and barking to alert Fiona to danger. *Haunting Ground* has a similar look to the *Resident Evil* series, but Fiona's no fighter, and her only hope for escape involves skillfully solving puzzles, fleeing threats, and taking care of Hewie. Or, she can hope that Joe the Condor turns up to save her by blowing the castle sky-high, as he does in his unexpected *Tatsunoko vs. Capcom: Ultimate All-Stars* ending.

DATA

Also Known As: The Azoth Bearer (Fiona)

Only Appearance:
Haunting Ground (PS2) 2005

Weapon of Choice:
Alchemy (Fiona); Teeth (Hewie)

Occupation: College Student (Fiona); Dog (Hewie)

FRANK WEST

A washed-up photojournalist willing to risk anything for a scoop, *Dead Rising*'s Frank West infiltrated a shopping mall in the throes of a zombie outbreak to document the story and help rescue the survivors. Having covered wars, Frank was able to wield weapons ranging from lawnmowers to battleaxes to machine guns against the zombie horde. But unique among video game heroes, Frank always kept his camera at the ready, and leveled up more from photography than killing.

Frank West's brash personality won the hearts of fans, leading to numerous cameos outside the *Dead Rising* series. He's appeared as a hidden character in the *Lost Planet* series, and joined the rosters of both *Tatsunoko vs. Capcom: Ultimate All-Stars* and *Ultimate Marvel vs. Capcom 3*. After much fan disappointment that he didn't get to star in *Dead Rising 2*, Frank was tapped to co-star in its crossover epilogue, *Dead Rising: Case West*, and headline an alternate-reality version of the game titled *Dead Rising 2: Off the Record*.

DATA

First Appearance:
Dead Rising (Xbox 360) 2006

Most Recent Appearance:
Ultimate Marvel vs. Capcom 3
(PS3, PS Vita, Xbox 360) 2012

Occupation: Photojournalist

Weapon of Choice: Photojournalism

Archenemy: Getting Scooped

Home: America

GENE

GOD HAND

When Gene happened across some demons chopping off a young lady's arm, he reluctantly decided to intervene. His moment of heroism left him short an arm, but the girl he rescued had a spare—specifically, a God Hand. Infused with the divine power to vanquish demons, the God Hand gives its bearer great power but also makes him the target of any fiend seeking to conquer the world. Luckily for the world, Gene was a master martial artist who could make full use of its power. But unluckily for the game's supporting cast, he would wield it with all the emotional maturity of a hyperactive 12-year-old.

Directed by *Resident Evil* creator Shinji Mikami as his last game for Capcom, *God Hand* was an attempt to revive the once popular beat'em up genre with all the depth of modern fighting games: a lengthy move list, elaborate combos, evasive maneuvers, and so on. More controversially, it also featured a comedic, self-parodying storyline that was full of odd surprises.

DATA

Also Known As: Cabrón

Only Appearance: *God Hand* (PS2) 2005

Currently Playable On:
God Hand (PS3, PSN)

Weapon of Choice: Divine Right Arm

Archenemy: The Four Devas

GEO STELAR

Geo is the 11-year-old protagonist of *Mega Man Star Force*, which brought the core mechanics of the *Mega Man Battle Network* series to the Nintendo DS in a futuristic setting with an outer-space theme.

Geo's father was a famous astronaut, but his apparent death in a shuttle crash left Geo shaken and depressed. At the beginning of the game, Geo receives a prototype Visualizer owned by his father, which allows him to see a hidden world of EM Waves, that acts as a successor to the internet world of *Mega Man Battle Network*. With his Visualizer, Geo meets an alien named Omega-Xis and learns how to EM Wave Change into Mega Man to interact with the world of EM Waves. There he battles EM Wave Viruses and aliens that seek to manipulate human beings. In the process, Geo bonds with new friends Sonia Strumm and Pat Sprigs, and solves the mystery of what really happened to his missing father.

DATA

Also Known As: Subaru Hoshikawa

First Appearance:
Mega Man Star Force (Nintendo DS) 2007

Most Recent Appearance:
Mega Man Star Force 3 (Nintendo DS) 2009

Occupation: Elementary School Student

Home: Echo Ridge

GILL

Street Fighter III: New Generation villain Gill is the messianic leader of the 2,000-year-old Illuminati organization. His goal is to conquer the world and usher in an era of peace, but he isn't afraid to get his hands dirty doing it. Gill was genetically enhanced by the Illuminati in order to become, among other things, an unstoppable warrior who can command elemental powers. In the game's storyline, he's hosted a World Warrior tournament to gather the world's strongest fighters and win them over to his cause. This plan backfired spectacularly.

When *Street Fighter III* was first released, Gill's sprite was a technological marvel. All previous 2D fighting characters were perfectly symmetrical, so the same frames of animation could be used whether they were facing to the left or right. But Gill is always red on his right side and blue on his left, with the game's programming switching the colors whenever he turns around. Even Gill's abilities change with his direction—he attacks with fire when facing right, and ice when facing left.

DATA

First Appearance: ***Street Fighter III: New Generation*** **(Arcade, Dreamcast) 1997**

First Appearance:
Street Fighter III: Third Strike **(Arcade, Dreamcast, PS2, PSN, XBLA, Xbox) 1999**

Occupation: Cult Leader

Home: Unknown

Height: 6'10"

Weight: 745 lb

GINZU

Ginzu seems a tad out of place in *Captain Commando*, a four-player *Final Fight*-style brawler that's packed with larger-than-life characters. After all, Ginzu's just a normal ninja, the sort of character you might see in any game. Although he does have one quirky touch: he's named after a brand of Japanese knives that were made famous in 1980s infomercials. The blade Ginzu wields is named Lightning Light, and he claims it serves only him. He can see in perfect darkness for up to 500 meters, and his clothes are said to be tougher than iron yet softer than silk (it's the year 2026, so anything's possible).

Ginzu hasn't had as bright a career as some of his *Captain Commando* colleagues, but he appears in one of *Captain Commando*'s moves in the *Marvel vs. Capcom* series. You can also spot him (along with the Captain) in the background to Ken's stage in *Street Fighter Alpha 2*.

DATA

First Appearance: *Captain Commando* (Arcade, Super NES) 1991

Currently Playable On: *Capcom Classics Collection* (PS2, PSP, Xbox) 2006

Most Recent Appearance: Cameo in *Marvel vs. Capcom 2: New Age of Heroes* (Arcade, Dreamcast, PS2, PSN, Xbox, XBLA) 2000

Weapon of Choice: The Katana "Lightning Light"

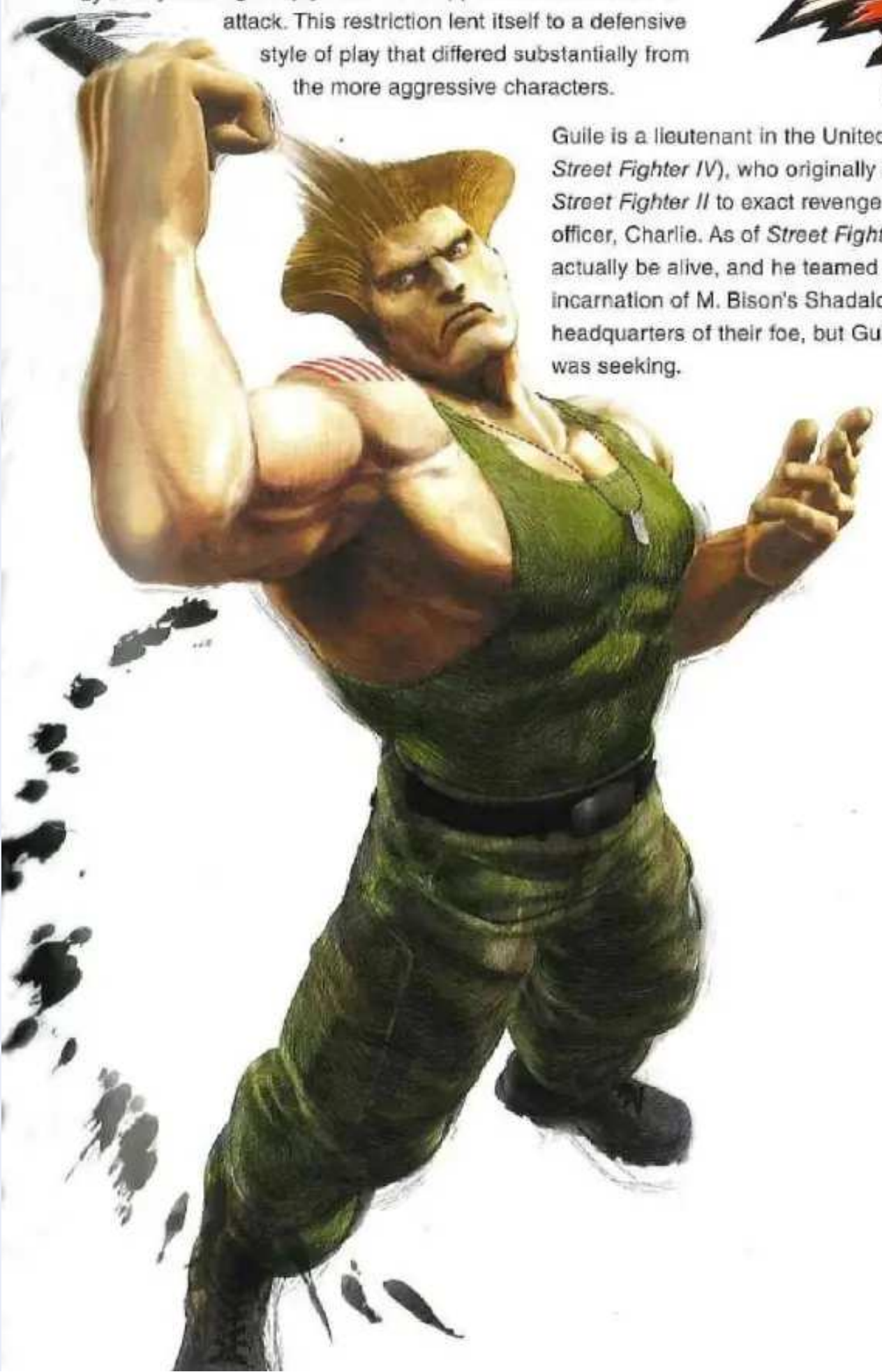
Home: Japan

Height: 5'10"

Weight: 132 lb

GUILE

Guile was among the most popular and powerful characters in the *Street Fighter II* cast. His popularity stems in part from a pair of powerful special moves—the Sonic Boom projectile and the rising Flash Kick—that require the player to "charge" the move by briefly holding the joystick in the opposite direction of the attack. This restriction lent itself to a defensive style of play that differed substantially from the more aggressive characters.



Guile is a lieutenant in the United States Air Force (a major as of *Street Fighter IV*), who originally entered the World Warriors tournament of *Street Fighter II* to exact revenge on M. Bison for killing his friend and superior officer, Charlie. As of *Street Fighter IV*, Guile began to wonder if Charlie might actually be alive, and he teamed up with Chun-Li to investigate the newest incarnation of M. Bison's Shadaloo. The pair successfully destroyed the headquarters of their foe, but Guile did not find the decisive answer he was seeking.

DATA

First Appearance: *Street Fighter II* (Arcade, Game Boy, Super NES) 1991

Most Recent Appearance: *Street Fighter X Tekken* (PS3, PS Vita, Xbox 360) 2012

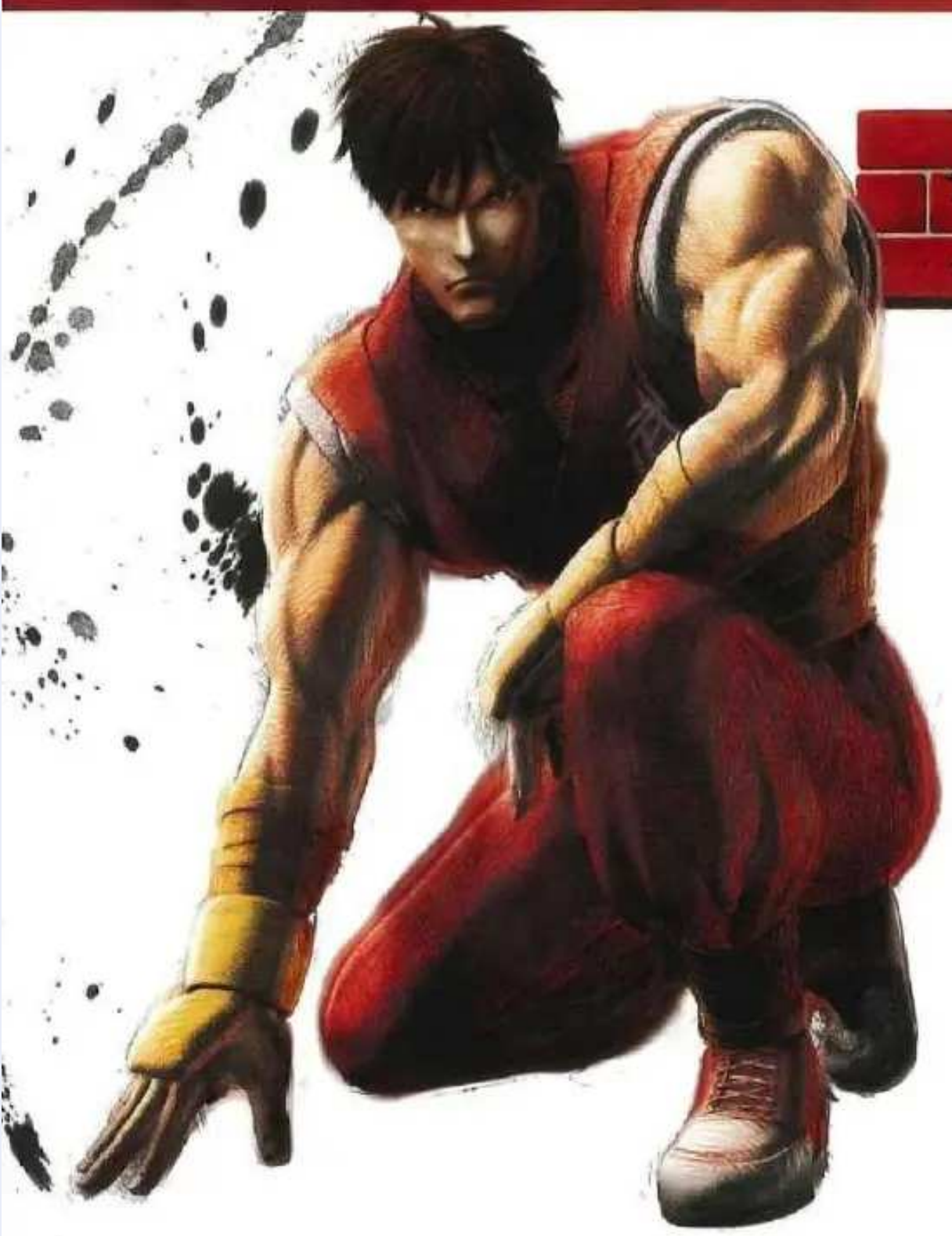
Occupation: Air Force Officer

Home: USA

Height: 5'11"

Weight: 190 lb

GUY



When his girlfriend Jessica was kidnapped by the Mad Gear gang, Cody Travers turned to his friend Guy, a ninja in training, for help. Due to this tag-along origin story, Guy was deemed so unimportant that not only was he cut out of the Super NES version of *Final Fight* entirely, but he failed to appear in *Final Fight 2* as well—a game that revolved around a quest to rescue Guy's own fiancée! But Guy got his due in the end, appearing as a playable character in *Final Fight 3* and being the first *Final Fight* alum to hit the big time with a *Street Fighter* appearance.

In the *Street Fighter Alpha* series, Guy becomes the grandmaster of his chosen Bushin-ryu Ninjutsu style. It's a role that includes a responsibility to battle evil organizations like M. Bison's Shadaloo, and often has him working with (or battling) Rose. True to his *Final Fight* heritage, Guy is one of the quickest fighters in the *Street Fighter* universe.

DATA

Also Known As: Gai (meaning "victory")

First Appearance: *Final Fight* (Arcade, PC, Sega CD, Super NES) 1989

Most Recent Appearance: *Street Fighter X Tekken* (PS3, PS Vita, Xbox 360) 2012

Occupation: Ninjutsu Grandmaster

Weapon of Choice: Bushin-ryu Ninjutsu

Home: USA

Height: 5'10"

Weight: 158 lb

HARMAN SMITH

Harman Smith is, as far as his government employers know, an assassin with a rare condition that allows him to not only manifest seven other personalities, but to also physically transform into them as well. The personalities differ widely in race, age, and weapon specialty, but each is an elite assassin in his or her own right. Together they turn the 60-year-old, wheelchair-bound Harman into a one-man army that is more than a match for the various terrorist groups and underground political forces that threaten the country in the game's alternate-future timeline.

Killer7 is a unique game that was designed as part of a series of original intellectual properties for the Nintendo GameCube. While its simplified shooting mechanics were controversial, its twisted story and unique visual style won it a passionate cult of fans. The game stands as Harman Smith's only appearance, but the teams behind *Resident Evil 4* and *Dead Rising: Chop Till You Drop* both paid tribute to the game by naming weapons after it.

DATA

Also Known As: Dan Smith, Garcian Smith, Kaede Smith, Kevin Smith, Con Smith, Coyote Smith, Mask de Smith

Only Appearance: *Killer7* (PS2, PC)

Occupation: Assassin

Weapon of Choice: M82 Anti-Materiel Rifle

Archenemy: Kun Lan

Home: USA

HAUZER

In 1996, Capcom launched their CPS3 arcade hardware, the successor to the wildly successful CPS2 machine that hosted *Street Fighter II* and countless other classics. Its first game was a one-on-one fighter called *Red Earth*, and its poster boy was a boss monster named Hauzer. He was so tall that his head brushed the top of the screen, and yet he was beautifully animated—a feat that would never have been possible on the CPS2. *Red Earth* was rarely seen in the west, so most fighting-game fans met Hauzer when he was made a playable combatant in *Capcom Fighting Evolution*.

Hauzer looks like a Tyrannosaurus Rex, but he's actually a flightless dragon, complete with flaming breath. The punches from his tiny arms are ridiculously ineffective, but his tail sweeps and headbutts can be devastating. His ending in *Capcom Fighting Evolution* shows him happily running amok in a modern-day metropolitan area, which is pretty much the long and short of his storyline.

DATA

First Appearance:
Red Earth (Arcade) 1996

Most Recent Appearance:
Capcom Fighting Evolution
(Arcade, PS2, Xbox) 2004

Weapon of Choice: Flame Breath

Archenemy: Things That Move

Home: Savalia

HELENA HARPER

Introduced in *Resident Evil 6*, Helena Harper was a secret service agent assigned to the president's security detail for his visit to the city of Tall Oaks. During the trip, she was blackmailed by National Security Advisor Derek Simmons, who had kidnapped Helena's sister. Helena complied with his demands that she help him get access to the president, but also attempted to warn others of the impending attack. She and Leon S. Kennedy rushed to save the president, but the two were too late to stop the assassination—the president had been infected with the C-Virus.

The two agents found themselves in the midst of a major zombie outbreak in the city of Tall Oaks, but fought their way through it in order to find evidence of Simmons' treachery and attempt to rescue Helena's sister. Battling side-by-side, Leon and Helena's adventure was the first of four intertwining stories that composed *Resident Evil 6*'s epic tale. In the end, Helena was cleared of all charges and allowed to remain with the secret service.

RESIDENT EVIL

DATA

Only Appearance:
Resident Evil 6 (PC, PS3, Xbox 360) 2012

Occupation: USSS Agent

Home: USA

Height: 170 cm

Weight: 53 kg

HIDEO SHIMAZU

Hideo Shimazu is a language teacher at Justice High, the school for Japan's most elite students. He also happens to be a grandmaster of Shimazu karate, which has a strong resemblance to the style of martial arts used by Ryu and Ken in the *Street Fighter* series. Hideo's story modes typically find him paired with school nurse Kyoko Minazuki, to whom he proposed at the end of *Rival Schools: United by Fate*.

In *Rival Schools*, Hideo and Kyoko were charged with visiting other schools to recruit Justice-worthy students. In the process, they uncovered Raizo and Hyo's villainous scheme, but were brainwashed to force them to join the conspiracy. In the game's sequel, *Project Justice*, the two are joined by Taiyo High P.E. teacher Hayato Nekketsu, and set off to investigate a rash of attacks seemingly committed by a Justice High student. Hideo and Kyoko would remain a team in the Japan-only *Namco x Capcom*, their lone appearance outside of the *Rival Schools* series.

DATA

First Appearance: *Rival Schools: United by Fate* (Arcade, PlayStation) 1997

Most Recent Appearance: *Namco x Capcom* (PS2—Japan-only) 2005

Occupation: Japanese Language Teacher

School Affiliation: Justice High School

Height: 5'5"

Weight: 149 lb

HINATA WAKABA

RIVAL SCHOOLS
UNITED BY FATE

A student at Taiyo High School and newfound friend of hero Batsu, Hinata serves as the female lead of the *Rival Schools/Project Justice* series. She's a natural athlete and an extremely skilled fighter, even though her style can be a tad unconventional—one of her best moves has her leaping into the air and kicking her shoes off as projectiles. Hinata attends the same school as Batsu, and she's eagerly joined him on his investigation into the various crimes that kicked off the melodramatic storylines of *Pacific High* and *Project Justice*. Neither incident involved her directly, but the jittery, excitable Hinata has never lacked for energy, and she's never been reluctant to stick her nose where it needn't belong.

Hinata was at one point considered for a role in *Tatsunoko vs. Capcom: Ultimate All-Stars*, but she didn't make the final cut. But she's likely to pop up somewhere sooner or later—she's already a peripheral character in the *Street Fighter* universe, as one of Sakura's best friends.

DATA

First Appearance: *Rival Schools: United by Fate* (Arcade, PlayStation) 1997

Most Recent Appearance: *Project Justice* (Arcade, Dreamcast) 2000

Occupation: Student

School Affiliation: Taiyo High School

Height: 5'1"

Weight: 90 lb

HOWARD POWELL

Rescuing a kidnapped president doesn't sound like the sort of job you'd want to entrust to an outside contractor, but when Super Joe (of *Commando* and *Bionic Commando* fame) is on the team, I guess it's worth a shot. *Mercs* tells the story of "Wolf Force," a three-man mercenary army that infiltrates the nation of Zutula to rescue a former president in the midst of a messy civil war. The team is ably led by Howard Powell (player two of three in the arcade version), who previously chaired a government anti-terrorist task force before quitting to form the team. It is unclear how his bright red pants are supposed to serve as jungle camouflage.

DATA

Only Appearance:
Mercs (Arcade, Genesis) 1990

Currently Playable On: *Capcom Classics Collection* (PS2, PSP, Xbox), *Mercs* Wii Virtual Console (Genesis version)

Occupation: Mercenary

Home: USA

Archenemy: Zutula Revolutionaries

Despite the different title, *Mercs* was developed as a sequel to the classic 1985 run-and-gun shooter *Commando*. The game follows a similar structure but features far more impressive graphics, pilotable vehicles, and three-player co-op. Sadly, the Genesis port was single-player only, and Howard Powell didn't make the cut.

HSIEN-KO

DARKSTALKERS

Darkstalkers characters are known for their deep and exotic backstories, and Hsien-Ko's is perhaps the strangest one of all. Actually two characters in one, Hsien-Ko and Mei-Ling were twins who lived in 18th-century China. They were turned into a Chinese zombie (known as a jiangshi) after using a forbidden spell to save their mother. The two fight as one, using Hsien-Ko's body and Mei-Ling's mind—Mei-Ling manifests as the paper scrawled with magical wards on Hsien-Ko's forehead. The twins are the rare Darkstalkers who always seem to get a happy ending, and they have currently been reborn as living twins in modern times.

With her unusual backstory and quirky abilities like the power to run in mid-air and pull an endless arsenal of weapons from her sleeves, Hsien-Ko proved to be one of the series' most memorable and potent combatants. She's also appeared as a playable character in *Super Puzzle Fighter II Turbo*, *Super Gem Fighter: Mini Mix*, *Ultimate Marvel vs. Capcom 3: Fate of Two Worlds* (with Mei-Ling as an alternate costume), and *Project X Zone*.

DATA

Also Known As: Lei-Lei

First Appearance: *Night Warriors: Darkstalkers' Revenge* (Arcade, Sega Saturn) 1995

Most Recent Appearance: *Darkstalkers Resurrection* (PSN, XBLA) 2013

Weapon of Choice: Steel Claws

Home: China

Height: 5'1"

Weight: 95 lb

HUGO

A family of giant wrestlers from Germany, Andore and his brothers fought hard for the Mad Gear gang in all three *Final Fight* games and all of their spin-offs. Though they typically appeared as normal enemies and not bosses, their meaty life bars and deadly throws made them fearsome foes.

The characters were designed after Andre the Giant, a famous wrestler with a similar size and build.

Years later, an Andore named Hugo—whose pink clothes mark him as the just-plain Andore from *Final Fight*—joined the cast of *Street Fighter III: 2nd Impact*. In the game's story, Hugo was a wrestler managed by Poison, a fellow former Mad Gear, fighting in search of a worthy tag-team partner. Huge, awkward, and rippling with strength, Hugo took the big-strong-guy archetype to a new and exciting level, and he's still the largest fighter in the *Street Fighter* universe. Hugo has gone on to fight in *SNK vs. Capcom: SVC Chaos* and *Street Fighter X Tekken*.

DATA

Also Known As: Andore

First Appearance: *Final Fight* (Arcade, PC, Sega CD, Super NES) 1989

Most Recent Appearance: *Street Fighter X Tekken* (PS3, PS Vita, Xbox 360) 2012

Weapon of Choice: Brute Strength

Home: Germany

Height: 7'10"

Weight: 440 lb

HUNTER

In the world of *Monster Hunter*, players create an able-bodied avatar and join a worldwide guild of Hunters that are hired to kill or capture monsters that pose a threat to humanity. They can also hunt just for the heck of it, carving out items from their prey that can be used to create more powerful weapons and armor. Hunters typically work in teams, since difficult monsters require carefully choreographed strategies, and a diverse assortment of weapons provides more avenues of attack. In the more recent entries of the *Monster Hunter* series, Hunters who choose to fight without the aid of other players have been able to hire sentient cats known as Felynes to accompany them on their missions.

Hunters are not heroes in the traditional RPG sense—they hunt for profit or to strengthen themselves, not to save the world. But to humanity, they represent the last line of defense against potentially deadly creatures.

DATA

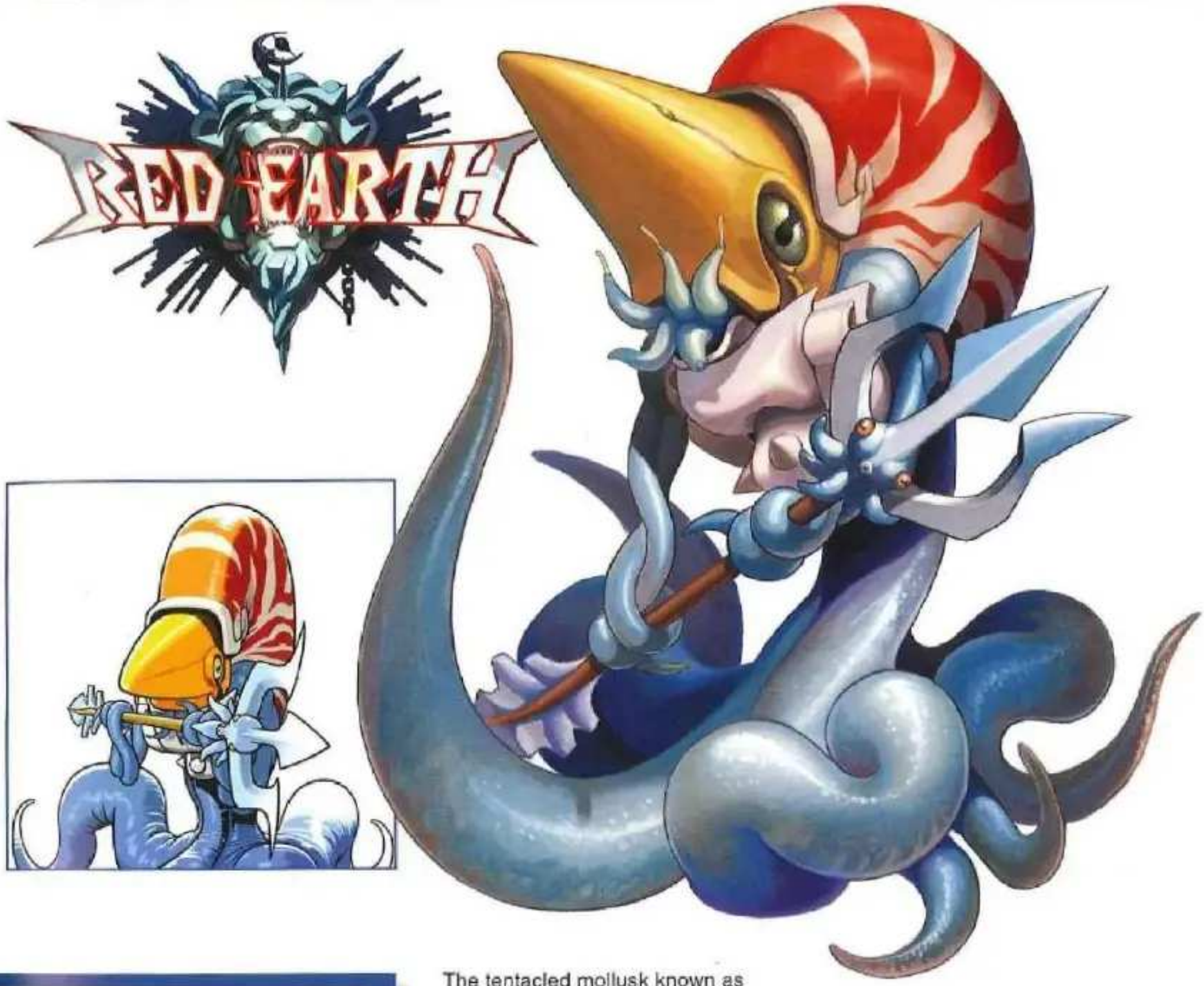
First Appearance:
Monster Hunter (PS2) 2004

Most Recent Appearance: *Monster Hunter 3 Ultimate* (3DS, Wii U) 2013

Occupation: Hunter and Gatherer

Weapon of Choice: Sword, Hammer, Lance, Gunlance, Axe, Bowgun, Bow, or Hunting Horn

HYDRON



DATA

Also Known As: Nool

First Appearance:
Red Earth (Arcade) 1996

Most Recent Appearance:
Capcom Fighting Evolution
(Arcade, PS2, Xbox) 2004

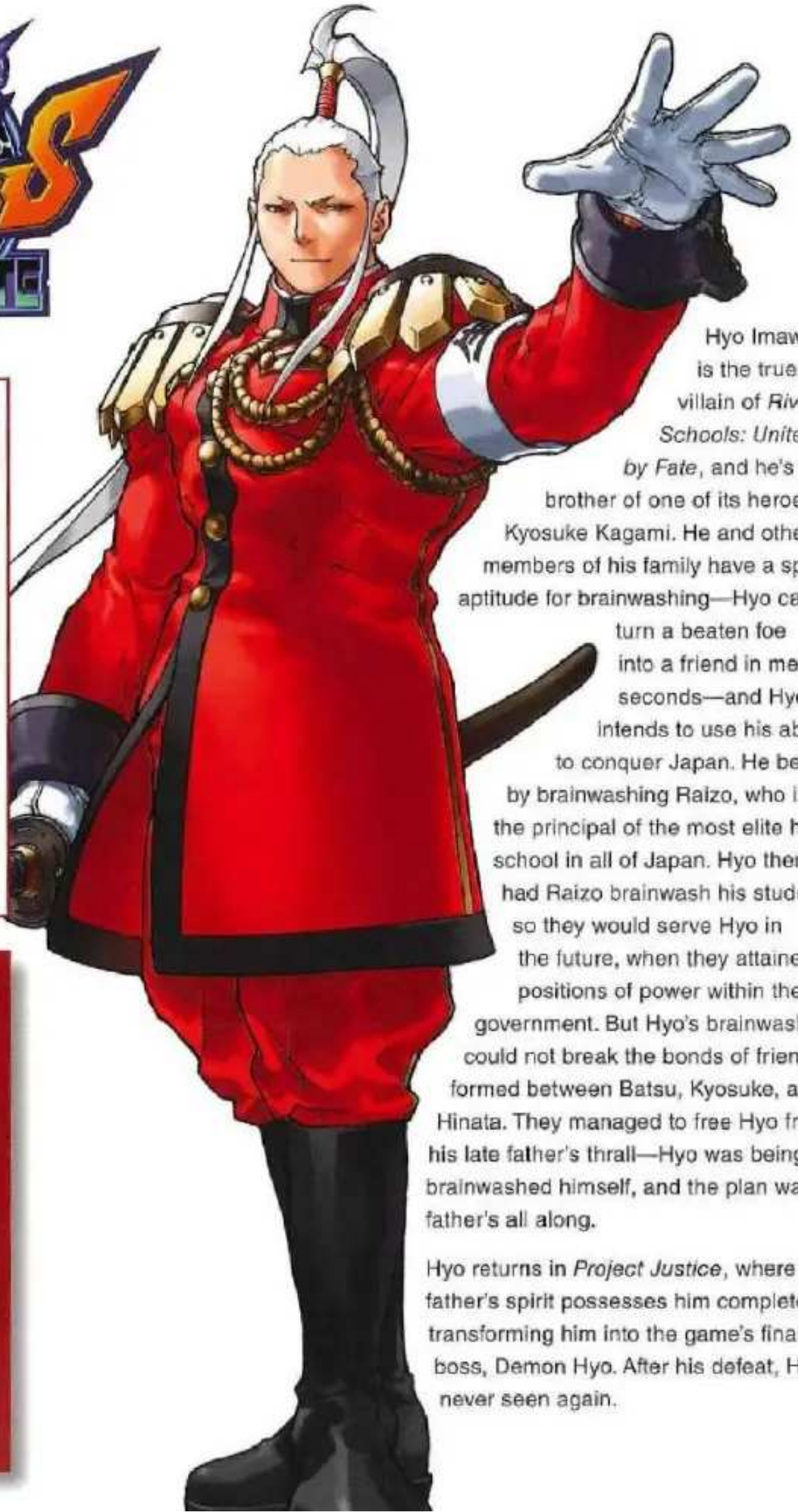
Weapon of Choice: Trident

Home: Icelarn

The tentacled mollusk known as Hydron debuted as an enemy in the obscure (but excellent) fantasy-themed fighting game *Red Earth*. The game's villain, Scion, had a habit of granting special powers to ambitious monsters just so they'd wreak havoc, and Hydron was happy to oblige, attacking all who pass through the frozen nation of Icelarn (which seems to be located somewhere in 14th-century Scandinavia).

Like fellow *Red Earth* monster Hauzer, Hydron joined the cast of *Capcom Fighting Evolution* as a playable character with slow movement but powerful, wide-ranging moves. Hydron cannot speak, but his stated mission in the game was to conquer the world's oceans. In Hydron's ending, he only seems to be leading a small band of squid, which doesn't seem all that ominous—it's unclear why anyone actually bothered to fight him on that. Not the most impressive results, but more than enough to make Hydron the most accomplished mollusk in fighting game history.

HYO IMAWANO



Hyo Imawano is the true villain of *Rival Schools: United by Fate*, and he's the brother of one of its heroes, Kyosuke Kagami. He and other members of his family have a special aptitude for brainwashing—Hyo can turn a beaten foe into a friend in mere seconds—and Hyo intends to use his ability to conquer Japan. He begins by brainwashing Raizo, who is the principal of the most elite high school in all of Japan. Hyo then had Raizo brainwash his students so they would serve Hyo in the future, when they attained positions of power within the government. But Hyo's brainwashing could not break the bonds of friendship formed between Batsu, Kyosuke, and Hinata. They managed to free Hyo from his late father's thrall—Hyo was being brainwashed himself, and the plan was his father's all along.

Hyo returns in *Project Justice*, where his father's spirit possesses him completely, transforming him into the game's final boss, Demon Hyo. After his defeat, Hyo is never seen again.

DATA

First Appearance: ***Rival Schools: United by Fate*** **(Arcade, PlayStation) 1997**

Most Recent Appearance: ***Project Justice*** **(Arcade, Dreamcast) 2000**

Occupation: **President of Justice High Student Congress**

School Affiliation: **Justice High School**

Height: **6'0"**

Weight: **147 lb**

IEYASU TOKUGAWA

As the first man to rule a unified Japan, Ieyasu Tokugawa is one of the most famous figures in Japanese history. He served under Nobunaga Oda as Oda undertook his bloody war of unification, and Tokugawa allied with Oda's successor Hideyoshi Toyotomi. It was only after Toyotomi's death that Tokugawa made his successful play for the throne, earning himself a reputation for great patience and discretion in an era of heated passions.

Ieyasu Tokugawa is the central protagonist of *Sengoku Basara: Samurai Heroes*, having outlived Oda and personally killed the power-mad Toyotomi in the backstory of the game. Throughout his storyline, he consolidates power by using his incredible strength (he fights with no weapon beyond brass knuckles) to win over potential rivals and vanquish those who seek vengeance for Toyotomi's death. In the game, Ieyasu emerges as the preeminent power in Japan while still a bright-eyed young man. That's quite unlike the historical figure on whom he was based, who didn't fully claim the reins of power until he was 60.

Sengoku BASARA Samurai Heroes

DATA

Also Known As: Eastern Savior

Only Appearance: *Sengoku Basara: Samurai Heroes* (PS3, Wii) 2010

Occupation: Shogun

Weapon of Choice: Bond Bracers

Archenemy: Mitsunari Ishida

INGRID

CAPCOM FIGHTING EVOLUTION

As the last wholly original 2D character that the company ever drew, Ingrid marks the end of an era for Capcom's fighting game franchises. Ironically, she was originally intended to be the company's first 3D fighter, designed for a cancelled game titled *Capcom Fighting All-Stars*. Instead, she made her debut in *Capcom Fighting Evolution*, as the only new character in a traditional 2D title that mixed combatants from all of the company's most popular fighting game series.

Capcom Fighting Evolution didn't have much of a storyline, so Ingrid's true nature wouldn't be apparent until her appearance in the PSP version of *Street Fighter Alpha 3*. There she seemed to be a time traveler gunning for M. Bison's Psycho Drive, which she claims was stolen from her. She also cryptically declared herself to be a "messenger from the stars," but that may refer to her fighting style, which seems to use the light of the sun to fuel her powerful special moves.

DATA

Also Known As: Eternal Goddess

First Appearance: *Capcom Fighting Evolution* (Arcade, PS2, Xbox) 2004

Most Recent Appearance: *Street Fighter Alpha 3 Max* (PSP) 2006

Weapon of Choice: Sunlight

Home: The Future?

Height: 5'0"

Weight: 85 lb

ISABELA KEYES

DEAD RISING

The sister to *Dead Rising* villain Carlito Keyes, Isabela Keyes first came to Willamette to exact vengeance for the destruction of the Keyes' Central American hometown of Santa Cabeza, where the zombie virus was inadvertently unleashed by U.S. government researchers. But over the course of the game, Isabela realized that her brother has a few screws loose and zombifying North America wouldn't actually solve anything. She ultimately betrays Carlito and helps Frank West solve the mystery of the zombie outbreak and escape its deadly effects.

A microbiologist herself, Isabela would use her insider knowledge of the zombie plague to create an early prototype of Zombrex, a drug that halts the zombification process and figures prominently in *Dead Rising 2*. In *Dead Rising 2: Case West*, Isabela claims to have created an actual cure for zombification, but her employers attempted to destroy her research so as not to cannibalize sales of Zombrex. Her attempts to escape her employer's clutches and leak the cure both failed, and her fate is currently unclear.

DATA

First Appearance:
Dead Rising (Xbox 360) 2006

Most Recent Appearance:
Dead Rising 2: Case Zero (XBLA) 2010

Occupation: Microbiologist

Weapon of Choice: Motorcycle

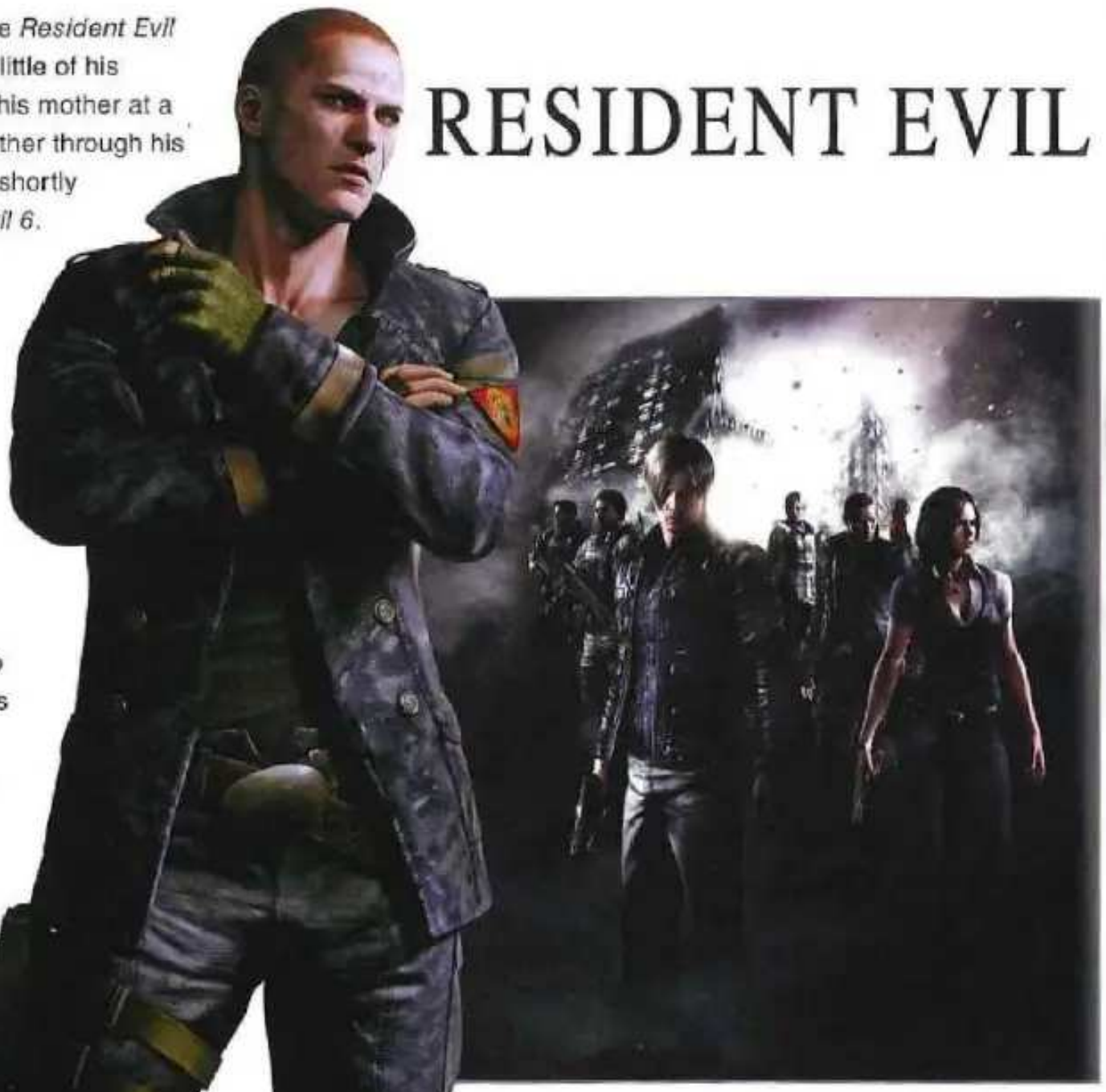
Archenemy: Dr. Russell Barnaby

Home: Santa Cabeza, Central America

JAKE MULLER

Jake Muller is the son of longtime *Resident Evil* villain Albert Wesker. Jake knew little of his father, who abandoned him and his mother at a young age. He supported his mother through his mercenary work, until her death shortly before the events of *Resident Evil 6*.

When the C-Virus became a pressing threat to humanity, the government sent agent Sherry Birkin to find any possible descendants of Albert Wesker who may have inherited his special blood type—Wesker's unique blood can tolerate the C-Virus, but made him immune to the deadly mutations. Jake agreed to cooperate for $50 million. He was a mercenary, after all. But the scientist who was producing the C-Virus wanted Jake too—and after abducting him and Sherry, used Jake Muller's blood to create an even more potent version of the virus. The two had to fight their way out of the installation and back to safety, serving as the third pair of protagonists in the epic, intertwining storyline of *Resident Evil 6*.



DATA

Only Appearance:
***Resident Evil 6* (PC, PS3, Xbox 360) 2012**

Occupation: Mercenary

Home: Unknown

Height: 190 cm

Weight: 80 kg

JEDAH

The leader of one of the three families that rules Darkstalkers' demon dimension, Jedah seeks to take control of his homeland and save it from what he sees as its impending ruin. As part of the process, he intends to consume most of the game's cast and destroy the human world. But hey, you can't make an omelet without breaking a few eggs.

Jedah has the manners of a soft-spoken intellectual, but the fighting style of a deranged lunatic. His moves involve crafting spinning scythes out of his own flesh and striking at long distances by spraying jets of blood with his swinging claws at their tips. His guard cancel involves tearing off his *own head* to soak his attacker with the blood spewing from his jugular. It's no wonder that Jedah, despite being a recent entry to the *Darkstalkers* roster, has made a powerful enough impression to represent the series in games like *Capcom Fighting Evolution* and *Project X Zone*.

DATA

First Appearance: *Vampire Savior: The Lord of Vampire* aka *Darkstalkers 3* (Arcade, PlayStation, Sega Saturn) 1997

Most Recent Appearance: *Project X Zone* (3DS) 2013

Fighting Style: Demonic Self-Mutilation

Home: Makai (The Demon Dimension)

Height: 7'1"

Weight: 26 lb – 2209 lb (varies)

JESSICA SHERAWAT

Jessica Sherawat made her *Resident Evil* debut in *Resident Evil Revelations*, where she served as a Special Operations Agent for the BSAA and the newly assigned partner to Chris Redfield. Jessica is not above using her beauty to manipulate others, and she's famous for her unconventional wardrobe choices, such as the wetsuit she wears in the game that exposes a single bare leg. She is also highly intelligent, completely unshakable, and an excellent marksman. Jessica serves as an AI-controlled companion to Chris Redfield and Parker Luciani, and she's playable only in the game's Raid Mode.

Ultimately, Jessica's loyalties proved more—let's say—"complex" than those of her fellow BSAA agents, and her role in the game ended with her attempting a double cross. *Resident Evil Revelations* takes place after *Resident Evil 4* in the series' chronology. While Jessica has not appeared in any of the subsequent games, her actions may have contributed to the development of the Uroboros virus that was unleashed in *Resident Evil 5*.

RESIDENT EVIL

DATA

Only Appearance:
Resident Evil Revelations (3DS, PC, PS3, Wii U, Xbox 360) 2012

Occupation: BSAA Member

Home: USA

Height: Unknown

Weight: Unknown

JILL VALENTINE

RESIDENT EVIL

After a stint in the military, Jill Valentine joined the S.T.A.R.S. (Special Tactics and Rescue Service) division of the Raccoon City Police Department. Jill first encountered zombies while investigating reported murders at a mansion on the outskirts of the city, and her investigation—as chronicled in the original *Resident Evil*—turned up evidence that the zombies were a result of a biological weapon manufactured by the local Umbrella Corporation. The villainous corporation tried to cover their tracks by killing Jill during the zombie outbreak in Raccoon City—a failure that's chronicled in Jill's second starring vehicle, *Resident Evil 3*.

Jill had always been a vigilant defender of peace and justice, but now she'd found her true calling. She co-founded the international Bioterrorism Security Assessment Alliance to halt the spread of biological weapons like the ones that caused the zombie incidents and helped destroy the Umbrella Corporation and many of its successors. And somehow she still found time to help save the world from Abyss and Galacticus in the *Marvel vs. Capcom* series!

DATA

First Appearance:
Resident Evil (3DS, GameCube, PC, PlayStation, Sega Saturn) 1996

Most Recent Appearance:
Resident Evil Revelations (3DS, PC, PS3, Wii U, Xbox 360) 2012

Occupation: BSAA Member

Home: USA

Height: 172 cm

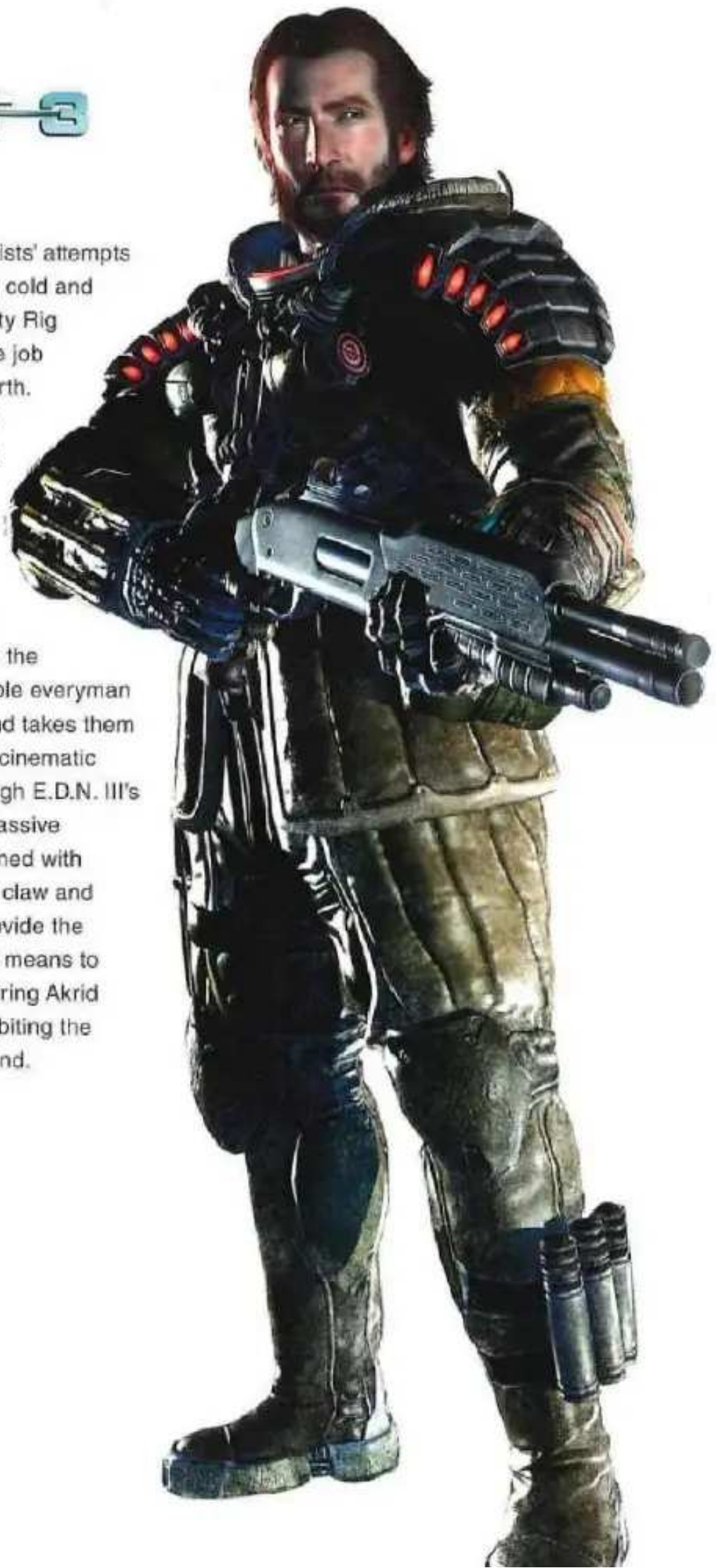
Weight: 56 kg

JIM PEYTON

LOST PLANET 3

Lost Planet 3 is a series prequel that chronicles early colonists' attempts to extract precious Thermal Energy from E.D.N. III's brutally cold and viciously hostile environment. Enter hero Jim Peyton, a Utility Rig operator who is willing to take the necessary risks to get the job done, and make credits to provide for his family back on Earth. Jim's eagerness to take the dangerous jobs, however, soon finds him tumbling down a rabbit hole of dangerous secrets and dark truths, and he is forced to make choices that will determine the fate of his friends, family, and the future of the planet itself.

Lost Planet 3 puts players in the shoes of likeable everyman Jim Peyton, and takes them on a gripping, cinematic thrill ride through E.D.N. III's untold past. Massive Utility Rigs armed with a construction claw and mining drill provide the only makeshift means to battle the towering Akrid creatures inhabiting the frozen wasteland.



DATA

Only Appearance:
Lost Planet 3 (PC, PS3, Xbox 360) 2013

Occupation: Utility Rig Operator

Weapon of Choice: Rig-Mounted Drill

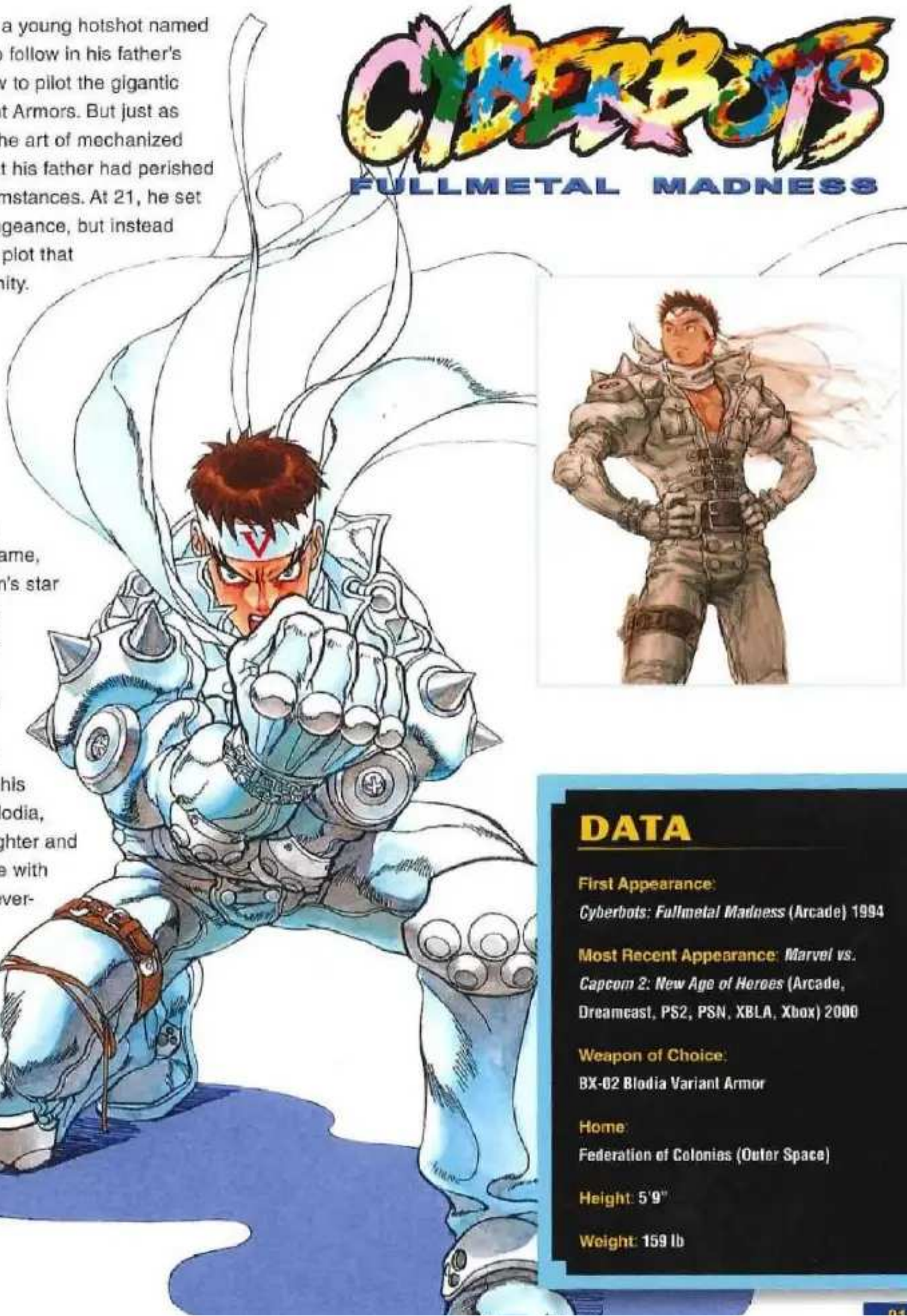
Archenemy: Nevec

Home: Earth

JIN SAOTOME

In the late 21st century, a young hotshot named Jin Saotome decided to follow in his father's footsteps and learn how to pilot the gigantic robots known as Variant Armors. But just as he finished mastering the art of mechanized combat, he learned that his father had perished under mysterious circumstances. At 21, he set forth on a quest for vengeance, but instead discovered a villainous plot that threatened all of humanity.

Jin's story was first told in *Cyberbots: Fullmetal Madness*, a cult one-on-one arcade fighter from the mid-90s, and he was popular enough to also earn a place in Capcom's next mech game, *Tech Romancer*. But Jin's star was too bright for such a narrow niche, and he soon found a spot on the roster of *Marvel vs. Capcom: Clash of Heroes*. It was his first appearance outside of his trusty Variant Armor, Blodia, but he proved a spry fighter and cut an impressive figure with his white uniform and ever-billowing scarf.



DATA

First Appearance:
Cyberbots: Fullmetal Madness (Arcade) 1994

Most Recent Appearance: *Marvel vs. Capcom 2: New Age of Heroes* (Arcade, Dreamcast, PS2, PSN, XBLA, Xbox) 2000

Weapon of Choice:
BX-02 Blodia Variant Armor

Home:
Federation of Colonies (Outer Space)

Height: 5'9"

Weight: 159 lb

JON TALBAIN

DARKSTALKERS

Jon Talbain never knew his father, but he likely bequeathed his son the tainted blood of the Makai realm, which manifested in a beastly werewolf form. Believing that he could fight his way to salvation, Jon Talbain battled all manner of monsters in the first two *Darkstalkers* games before finally seeming to regain his humanity at the end of *Night Warriors*. But his lycanthropy reemerged in *Vampire Savior*, which ended in a climactic battle with his own dark nature that left Jon torn between returning to the life he developed in the human world and pursuing his werewolf doppelganger.

As a human, Jon was an accomplished martial artist, and he's able to maintain his training in werewolf form, fighting with swift strikes, flying kicks, and even nunchaku. His speed and style have made him one of the series' most potent and popular characters, although that hasn't yet earned him a slot in any of Capcom's crossover series, unless you count his appearance as an alternate costume for Amaterasu in *Ultimate Marvel vs. Capcom 3*.

DATA

Also Known As: Gallon

First Appearance: *Darkstalkers: The Night Warriors* (Arcade, PlayStation) 1994

Most Recent Appearance: *Darkstalkers Resurrection* (PSN, XBLA) 2013

Weapon of Choice: Claws, Nunchaku

Home: United Kingdom

Height: 6'1"

Weight: 154 lb

JOSEPH "SUPER JOE" GIBSON

One of Capcom's earliest heroes, "crack soldier" Super Joe debuted in 1985's seminal vertical-scrolling shooter *Commando*, and he became something of a go-to hero for early Capcom games. He next appeared in 1986's *The Speed Rumbler*, in which Super Joe took to a gun-mounted car to save his family from terrorists. The original arcade version of *Bionic Commando* didn't identify its hero, so Capcom marketers decided that should be a Super Joe game as well. He was formally enshrined in the *Bionic Commando* universe in the NES version, in which the player's goal is to rescue the captured Super Joe.

In 1990, *Commando* was given a proper sequel (localized as *Mercs* in the west), which revealed Super Joe's real name: Joseph Gibson. But lest you think they call him Super Joe just because his name is Joe and he's super, *Bionic Commando Rearmed* (a 2008 remake) provides a different explanation. It's short for his job title, **Super**visor, **J**oint **O**perations **E**xecutive.

DATA

First Appearance:
Commando (Arcade, NES, PC) 1985

Most Recent Appearance:
Bionic Commando Rearmed 2
(PS3, Xbox 360) 2011

Weapon of Choice:
Machine Gun and Grenades

Archenemy: All Terrorists Everywhere

Home: USA

Height: 6'0"

Weight: 202 lb

JUNE LIN MILLIAM

Fighting game characters draw their abilities from all sorts of martial arts, but June may be the only combatant whose style derives from a background in rhythmic gymnastics. In the sci-fi world of *Star Gladiator*, her skill with the hoop allowed her to manifest her innate plasma energy in the form of a plasma ring, which she can use as either a melee weapon or a projectile in combat. And her pink gymnastics leotard was certainly a hit with the *Star Gladiator* cosplay community.

June blamed the villainous Bilstein for her parents' death and has pursued him on a mission of revenge through both chapters of the *Star Gladiator* saga. Along the way, she met fellow combatant Hayato and the two settled down together, presumably living happily ever after. But she's still found time to make cameos in *Capcom vs. SNK 2: Mark of the Millennium*, *Capcom Fighting Evolution*, and the last three *Marvel vs. Capcom* entries, making her the most active of the Star Gladiators.

DATA

First Appearance:
Star Gladiator (Arcade, PlayStation) 1996

Most Recent Appearance:
Cameo in *Ultimate Marvel vs. Capcom 3* (PS3, PS Vita, Xbox 360) 2011

Occupation: Gymnast

Weapon of Choice: Plasma Ring

Archenemy: Bilstein

Home: England

Height: 5'5"

Weight: 108 lb

KEN MASTERS

The developers of *Street Fighter* wanted players to be able to fight each other, so they created a clone of Ryu named Ken, who had the same body but different hair, wristbands, and feet. Ken was given a storyline in the game's sequel, and he and Ryu officially became a duo. While their similar backgrounds and fighting styles are enshrined in the series' lore, their capabilities have gradually drifted apart, with Ken gaining a stronger Shoryuken Dragon Punch but weaker versions of Ryu's other moves.

Ken was born to a wealthy family, but his father was adamant that he learn discipline and sent him to study under martial-arts master Gouken in Japan. Ken proved to be a quick study, and he made fast friends with Gouken's other pupil, Ryu. The two have little in common: Ken is outspoken and passionate, where Ryu is perpetually cool; Ryu is a loner, while Ken is now married, has a child, and even a protégé of his own. But despite the different paths they walk, the deep friendship between the two has never wavered.

DATA

First Appearance:
Street Fighter (Arcade, PS2, Xbox) 1987

Most Recent Appearance:
Project X Zone (3DS) 2013

Occupation: Hotel Magnate

Home: USA

Height: 5'9"

Weight: 159 lb

KENJI

Kenji was one of the heroes of *Red Earth*, a 1996 fighting game that offered only four playable characters but state-of-the-art graphics, a leveling system with passwords to save players' progress, and a fantasy world full of impressive monsters to battle. A shinobi in 14th-century Zipang (Japan), Kenji set out under his master's orders to stop an invasion of otherworldly beings, even though something about it didn't sit right with him from the start.

One unique aspect of *Red Earth* was that each character had a major choice to make in their final scene. Both of Kenji's choices resulted in a bummer of an ending—upon learning that his shogun had been in cahoots with the invaders, he could remain loyal to his master, dying with honor due to the daimyo's treachery, or he could betray his master and, having dishonored himself, "do what he knows he must do." Yikes. Still, Kenji's bleak fate hasn't stopped him from appearing as a playable character in *Capcom Fighting Evolution*.

DATA

Also Known As: Mukuro

First Appearance:
Red Earth (Arcade) 1996

Most Recent Appearance:
Capcom Fighting Evolution
(Arcade, PS2, Xbox) 2004

Weapon of Choice: Katana, Kunai

Home: Zipang

Height: 5'10"

Weight: 148 lb

KING OF DRAGONS (CAST)

DATA

First Appearance: *The King of Dragons* (Arcade, Super NES) 1991

Currently Playable On: *Capcom Classics Collection* (PS2, PSP, Xbox) 2006

Most Recent Appearance: *Capcom World 2* (Arcade—Japan-only) 1992

Archenemy: Gildiss

Height: Fighter 6'0", Cleric 6'8", Wizard 5'7", Elf 5'9", Dwarf 3'11"

Weight: Fighter 198 lb, Cleric 240 lb, Wizard 123 lb, Elf 132 lb, Dwarf 154 lb

The King of Dragons was a fantasy-themed beat'em up that was noteworthy for its large cast of playable characters, each with different capabilities. The arcade version allowed for up to three players at once, and good teamwork made all the difference, as the power of long-range characters like the Wizard and Elf was difficult to exploit without the support of the physically stronger Fighter, Cleric, and Dwarf teammates. Characters leveled up the longer they were played, upgrading their weapons, spells, and armaments at regular intervals.

The story of *The King of Dragons* is all of two lines long ("The Red Dragon Gildiss has crushed peace under his iron tail. He must be stopped."), and its characters don't even have names. But the game's brief character intros give a tiny hint of each character's personality. For example, in explaining the Fighter's weakness at using Magic, the intro notes, "When it comes to magic, he prefers to leave that to the guys in the bathrobes."

KOU SHISHIDO

Kou Shishido is your typical children's cartoon hero: a little bit mischievous, but with a good heart and the courage to fight for justice. One day, he discovers a sentient, hand-sized toy robot known as a Gotcha Borg, which came to our planet from Mega Borg in order to stop the villainous Death Force. Needless to say, Kou promptly decided to start collecting all the Gotcha Borgs he could find!

Gotcha Force's combat system plays out in real-time action, and each of the 200+ Gotcha Borgs have unique movesets and capabilities, giving the game a ton of strategic depth. A full decade after its release, *Gotcha Force* still has a small but active fan base, and Kou's still out there fighting the good fight.

DATA

Only Appearance:
Gotcha Force **(GameCube) 2003**

Occupation: Student

Weapon of Choice: G Red (Gotcha Borg)

Archenemy:
The Galactic Emperor of Death Force

Home: Safari Town

KYOKO MINAZUKI

Kyoko Minazuki of *Rival Schools: United by Fate* works as the school nurse at Justice High. She's also a vigorous warrior, battling with high-heel fueled kicks and sturdy whacks from her clipboard. As a nurse, Kyoko has the unique ability to dish out an acupressure treatment to her teammates, restoring their health.

Kyoko teamed up with Hideo Shimazu in both *Rival Schools* games, as well as the Japan-only multi-franchise strategy RPG *Namco x Capcom*. In *Rival Schools*, the two were sent on a fool's errand and then brainwashed by their nefarious high school principal. In its sequel, *Project Justice*, the same principal is attacked, and he asks the two to investigate the crime and find out if it poses a threat to the school. Hideo proposed to Kyoko at the end of the first game and she accepted, much to the chagrin of Kyoko's admiring students and romantic rival Hayato Nekketsu, who fought alongside the pair during much of *Project Justice*.

DATA

First Appearance: *Rival Schools: United by Fate* (Arcade, PlayStation) 1997

Most Recent Appearance: *Namco x Capcom* (PS2—Japan-only) 2005

Occupation: School Nurse

School Affiliation: Justice High School

Height: 5'8"

Weight: Unknown

KYOSUKE KAGAMI

Kyosuke Kagami befriended transfer student Batsu Ichimonji and offered to help him get to the bottom of a rash of strange crimes occurring at Taiyo High School. He didn't have far to go—Kyosuke himself committed many of the crimes, acting according to a plan created by his twin brother, Hyo. The plan involved sewing discord between the various schools and then—bam!—taking over Japan. Perhaps it was the realization that the plan was missing a few steps that led Kyosuke to change sides and help defeat his brother. He and Batsu were friends ever after.

In a surprise move, the developers of *Capcom vs. SNK 2: Mark of the Millennium 2001* passed over the higher-billed Batsu and Hinata to add Kyosuke to the game's roster (although Batsu and Hinata do make cameos in one of his special moves). It proved to be an inspired choice, with Kyosuke's cold and calculating temperament making him a memorable against-type addition to the game's hot-blooded cast.

DATA

First Appearance: *Rival Schools: United by Fate* (Arcade, PlayStation) 1997

Most Recent Appearance: *Capcom vs. SNK 2: Mark of the Millennium 2001* (Arcade, Dreamcast, GameCube, PS2, Xbox) 2001

Occupation: Student (Morals Committee)

School Affiliation: Taiyo High School

Height: 6'0"

Weight: 146 lb

LADY

Lady is a demon hunter on a quest for vengeance in *Devil May Cry 3*. Lady's father killed her mother, due to what Lady believed to be demonic corruption. When she encounters the half-demon Dante, she turns her rocket launcher on him too. Not knowing her name, Dante called her "lady," which ultimately stuck, as her father's betrayal left her unwilling to use the name that he had given her (Mary).

Over the course of the game, Lady settles her differences with Dante, and the two team up to fight Dante's brother, Vergil, and kill Lady's father, Arkham. Touched by Dante's tears for his brother, Lady coins the name of the series' titular detective agency, "Devil May Cry," and the two remain allies for the rest of the series. Lady had a small role in *Devil May Cry 4*, and she went on to represent the series as a Heroes and Heralds card in *Ultimate Marvel vs. Capcom 3* and as a playable character in *Project X Zone*.

DATA

Also Known As: Mary

First Appearance: *Devil May Cry 3: Dante's Awakening* (PS2) 2005

Most Recent Appearance: *Project X Zone* (3DS) 2013

Weapon of Choice: Kalina Ann (Bayonet-Equipped Rocket Launcher)

Archenemy: Arkham

LAN HIKARI

Lan Hikari is the protagonist of *Mega Man Battle Network*, a series of RPGs made primarily for portable systems and based on an alternate-universe version of the Mega Man story. Dr. Light's counterpart in the story is Dr. Tadashi Hikari, whose research focused not on robotics, but internet technologies. The fruit of that research was an artificial intelligence program that lives in an advanced version of the internet, named MegaMan.EXE. MegaMan.EXE's programming also incorporates the DNA of Lan's departed twin brother, making him one of the more personable and human-like of the Mega Man incarnations.

Dr. Hikari bequeathed MegaMan.EXE to his preteen grandson, Lan, who guides him in battling the internet viruses that are the primary enemies in the *Battle Network* series. Lan divides his time between engaging local friends and rivals in friendly competitions known as NetBattles and taking down online organized crime networks and terrorist organizations. Among his friends is next-door neighbor Mayl Sakurai, who often fights by his side with Roll.EXE.

DATA

Also Known As: Netto Hikari

First Appearance: *Mega Man Battle Network* (Game Boy Advance) 2001

Most Recent Appearance: *Mega Man Battle Network 6* (Game Boy Advance) 2006

Occupation: Middle School Student

Weapon of Choice: MegaMan.EXE

Archenemy: Lord Wily

LANCELOT

The depiction of the legendary knight Lancelot in 1991's *Knights of the Round* is an unusual one. In the game's backstory, he's trained for a decade with an "Oriental hermit, who taught him the way of the sword in the more acrobatic Oriental tradition." That experience makes him the game's quickest character, capable of somersault kicks and spinning jumps, thanks to his smaller blade and lighter armor. To put it in *Final Fight* terms, Lancelot was the Guy to Arthur's Cody and Perceval's Haggar.

In many ways, *Knights of the Round* did feel like a medieval-flavored *Final Fight*, with its three characters, similar controls, and conventional beat'em up structure. But *Knights of the Round* distinguished itself by adding the ability to block enemy attacks, occasional opportunities to ride mounts and fight from horseback, and a level-up system that rewarded the acquisition of points by evolving the game's heroes instead of awarding 1-Ups.

DATA

First Appearance: *Knights of the Round* (Arcade, Super NES) 1991

Currently Playable On: *Capcom Classics Collection* (PS2, PSP, Xbox) 2006

Most Recent Appearance: *Capcom World 2* (Arcade—Japan-only) 1992

Weapon of Choice: Scimitar

Home: Britain

LEO

Leo is the primary protagonist of *Red Earth*, a fantasy-themed fighter that was one of Capcom's most technically impressive 2D games, but it was rarely seen in the west due to the costly arcade hardware needed to play it. In the game, Leo rules the kingdom of Savalia, but when Savalia is invaded by an army wielding powerful magic, he becomes cursed with the body of a beast. Leo is the game's heaviest fighter, wielding a sword and shield in addition to a variety of wrestling moves. You really haven't lived until you've seen him piledrive a dragon.

Leo appeared alongside Kenji and two boss monsters as *Red Earth*'s representatives in *Capcom Fighting Evolution*. That would be his last major role, but he does pop up in cameos from time to time, appearing in the background of a *Super Gem Fighter: Mini Mix* stage and in Hawkeye's ending to *Ultimate Marvel vs. Capcom 3*, where he's apparently joined the new West Coast Avengers!

DATA

First Appearance:
Red Earth (Arcade) 1996

Most Recent Appearance:
Capcom Fighting Evolution
(Arcade, PS2, Xbox) 2004

Weapon of Choice: Sword

Home: Savalia

Height: 7'2"

Weight: 276 lb

LEON S. KENNEDY

RESIDENT EVIL

It's always exciting to start a new job, but first days are rarely more eventful than when Leon Scott Kennedy showed up to work at the Raccoon City Police Department. As chronicled in *Resident Evil 2*, Leon found the city in the throes of a full-scale zombie invasion. Before the day was out, he'd battled monstrosities beyond human comprehension, rescued young Sherry Birkin, been played for a fool by corporate spy Ada Wong, narrowly escaped before the city was leveled, and was recruited to be a government agent.

Luckily, Leon had a knack for this sort of thing and would emerge as one of the series' most popular characters. Given his past experience, it isn't suprising that even in his new role working as a special agent of the President, he is at times asigned to missions involving Bio Organic Weapons, such as zombie and Las Plagas outbreaks. He can still be a sucker for Ada Wong's schemes, but when there's a zombie infestation, there's no one you'd rather have on the job.

DATA

First Appearance:
Resident Evil 2 (Dreamcast, GameCube, Nintendo 64, PC, PlayStation) 1998

Most Recent Appearance:
Resident Evil 6 (PC, PS3, Xbox 360) 2012

Occupation: DSO Agent

Home: USA

Height: 180 cm

Weight: 75 kg

LONELY ASTRONAUT

Section Z was a 1985 arcade shooter that many fans consider to be the first in a trilogy of "jetpack shooters" that continued with *Side Arms* and *Forgotten Worlds*. However, there's no indication that the development teams behind the games viewed them as being connected. *Section Z* was unique in its day for scrolling horizontally and vertically, multi-directional firing (players could turn the astronaut to fire left even when the level was scrolling right), and its 26 brief alphabetically-labeled stages.

What little story there was revolved around the planet-conquering Balangool Empire, which was creeping ever closer to Earth. Players control a "lonely astronaut in space," who must penetrate their base and destroy the L-Brain. As was Capcom's wont at the time, when the NES version was localized for the North American market, it was decided that this lonely astronaut was none other than Capcom's mascot, Captain Commando.

DATA

Also Known As: Captain Commando

Only Appearance:
Section Z (Arcade, NES) 1985

Currently Playable On:
Capcom Arcade Cabinet (PSN, XBLA) 2013

Occupation: Astronaut

Weapon of Choice: Laser Rifle

Archenemy: L-Brain

LORD RAPTOR

DARKSTALKERS

In life, Lord Raptor was a charismatic rock star. But in his final performance, Lord Raptor killed himself and a hundred of his most passionate fans, all of whom Lord Raptor sacrificed to Ozom, the Emperor of Darkness. In return, Ozom revived Lord Raptor as a zombie and sent him to kill the entire *Darkstalkers* cast. Knowing the psychopathic Lord Raptor would turn on him if he had a chance, Ozom sent along a one-eyed frog-like creature named Le Marta to both help Lord Raptor (he plays a role in many of his moves) and keep an eye on him.

Lord Raptor is a tricky character to play and a tricky character to fight against. His basic movements are unpredictable and his flexible zombie body can strike from long distances, especially from mid-air. He has yet to take his fighting talents outside of the *Darkstalkers* series, but he's made numerous cameos in games like *Capcom Fighting Evolution* and *Marvel vs. Capcom: Clash of Heroes*.

DATA

Also Known As: Zabel Zarock

First Appearance: *Darkstalkers: The Night Warriors* (Arcade, PlayStation) 1994

Most Recent Appearance: *Darkstalkers Resurrection* (PSN, XBLA) 2013

Weapon of Choice: Sharpened Bones and Chainsaws

Home: Australia

Height: 5'11"

Weight: 86 lb

LOU AND SIVA

MIDNIGHT WANDERERS
quest for the chariot

Lou and Siva starred in two of the three arcade games that composed Capcom's very cool but rarely-seen omnibus arcade game, *Three Wonders*. The first of the three wonders was a co-op, side-scrolling action platformer titled *Midnight Wanderers: Quest for the Chariot*, in which Lou ("The Hero of This Story") and Siva ("Lou's Companion") are sent to find a mystical relic. The second game, *Chariot: Adventure through the Night Sky*, has Lou and Siva riding the recovered chariot in a side-scrolling shooter to save a captured princess in a distant land. The third game, *Don't Pull*, was a block-pushing puzzle game starring a rabbit and had nothing to do with Lou and Siva.

Midnight Wanderers and *Chariot* were fairly conventional games, but they had beautiful graphics and were quite fun to play. *Three Wonders* must have had some fans within the company, as Lou was drafted to serve as a support character in *Marvel vs. Capcom: Clash of Super Heroes*, while a modernized version of Siva (written as Shiba) was added to the cast of *Cannon Spike*.

DATA

First Appearance:
Three Wonders (Arcade) 1991

Currently Playable On: *Capcom Classics Collection* (PS2, PSP, Xbox) 2006

Most Recent Appearance:
Cannon Spike (Arcade, Dreamcast) 2000

Occupation: Adventurers

Weapon of Choice:
Gun (Lou), Throwing Knives (Siva)

LT. HENRY AND SGT. SANDERS

Side Arms hit the arcades only a short time after *Section Z*, but it was a significantly more advanced game. The graphics were better, the action was faster, the power-ups were flashier, and the game allowed players to keep all the various weapons and switch between them at will. The story of the game involved two pilots in transforming "Mobisuits" fighting to save the world from the evil Bozon empire.

Lt. Henry would go on to have an odd legacy in the Capcom universe. A cute "SD" version of his character was used to signify a 1-Up in the game, and that icon—affectionately known as "Mobi-chan"—would go on to appear in dozens of games, most famously serving as the cursor on the menu screens of *Street Fighter II*. More recently, the normally proportioned Mobisuits of Lt. Henry and Sgt. Sanders appeared in *Project X Zone*, where Devilotte summons them as one of her attacks.

DATA

Also Known As: Mobisuits α and β

First Appearance: *Side Arms: Hyper Dyne* (Arcade, PC, TurboGrafx-16) 1986

Most Recent Appearance: *Project X Zone* (3DS) 2013

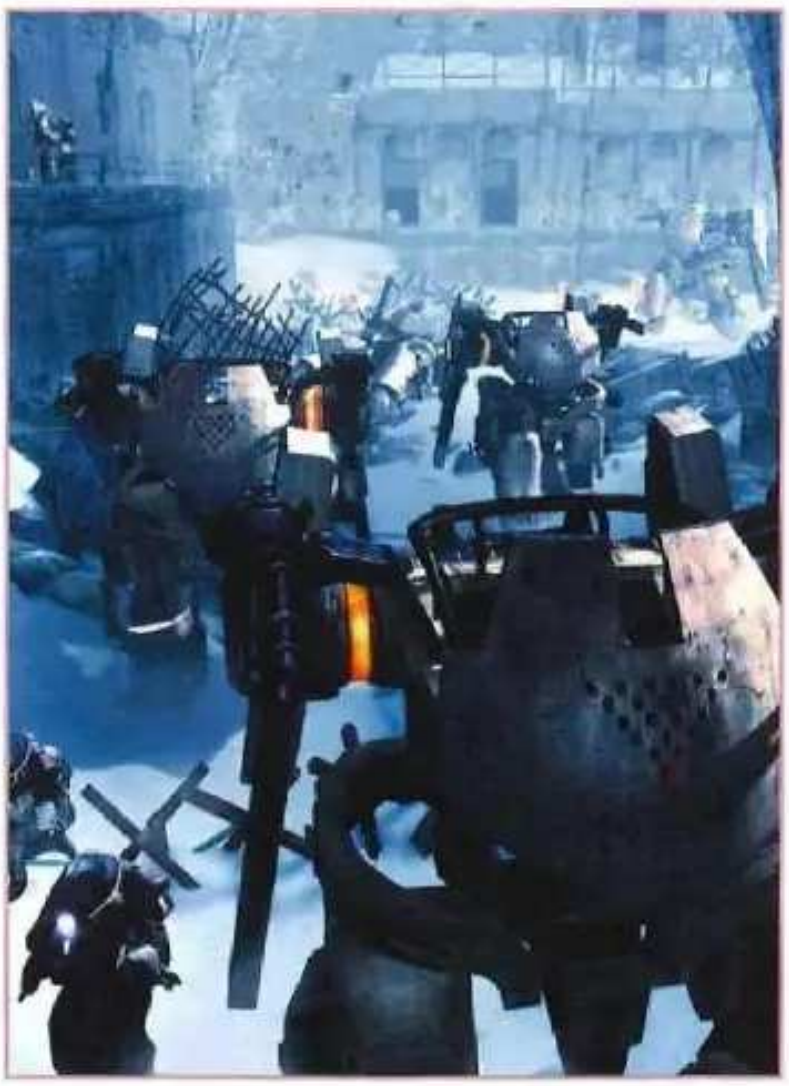
Currently Playable On: *Capcom Arcade Cabinet* (PSN, XBLA) 2013

Occupation: Mobisuit Pilots

Weapon of Choice: Mega Bazooka Launcher

LUKA

LOST PLANET
EXTREME CONDITION



Abandoned on the icy world of E.D.N. III after a botched colonization attempt, human survivors banded together into groups known as Snow Pirates to protect themselves from the freezing weather and marauding monsters known as Akrid. Some Snow Pirates turned to banditry, while others, like the perky Luka's group, fight to save the planet from the NEVEC corporation's nefarious schemes.

Luka appears in the original *Lost Planet: Extreme Condition* and makes a strong impression. She rescues amnesiac hero Wayne and provides behind-the-scenes support as he leads the charge to foil NEVEC and save E.D.N. III. By the game's end, Luka inherits leadership of her pirate band and is pursuing the new technologies that help transform E.D.N. III into the more temperate world seen in *Lost Planet 2*. A later PlayStation 3 release of the game features Luka as an unlockable character in the game's multiplayer mode.

DATA

Only Appearance: ***Lost Planet: Extreme Condition*** **(PC, PS3, Xbox 360) 2006**

Occupation: Space Pirate

Weapon of Choice: Wayne Holden

Archenemy: NEVEC Corporation

Home: E.D.N. III

LYNNE

Ghost Trick's Lynne may well be the most frequently murdered character in video game history. As a police detective, she's pursuing an off-the-books investigation that has clearly rubbed someone the wrong way. That someone has a large team of assassins and isn't shy about sending them after Lynne, her family, and anyone who may be involved in her investigation.

Fortunately, she has a guardian angel in the recently departed Sissel, who can use his ghostly powers to rewind time whenever she or someone she loves is murdered. Sissel can then use his ability to possess inanimate objects to stop the would-be assassins, preventing the murder and returning the victim to life. In return for Sissel's help, Lynne offers nothing—her secret investigation is an obsession, and she's adamant about seeing it through as quickly as possible. But as much as Sissel hopes Lynne will look into his own murder, he's impressed with her honesty and charmed by her blasé reaction to her constant murders.

GHOST TRICK
Phantom Detective

DATA

Also Known As: The Red-Headed Target

Only Appearance:
Ghost Trick (iOS, Nintendo DS) 2010

Occupation: Police Detective

Weapon of Choice: Sissel

M. BISON

M. Bison is a recurring villain in the *Street Fighter* series, and he's the final boss of all of the *Street Fighter II* and *Street Fighter Alpha* entries. M. Bison typically hosts the World Warriors tournament that brings the fighters together, and he personally battles the victor at the end, often in an attempt to steal their bodies or special powers.

M. Bison leads a crime syndicate known as Shadaloo that is said to control most of the world's governments. He also commands a mysterious evil energy known as "Psycho Power" that gives him his superhuman strength and abilities. The games' canonical storylines often end with Shadaloo destroyed and M. Bison defeated, but he's typically been able to survive by possessing other characters or moving to a replacement body created by his team of scientists. His ultimate fate is unclear. M. Bison did not appear in any of the *Street Fighter III* games—the titles that happen latest in the series' chronology—and in *Street Fighter III: Third Strike*, Chun-Li claims credit for his ultimate destruction.

DATA

Also Known As: Vega

First Appearance: *Street Fighter II* (Arcade, Game Boy, Super NES) 1991

Most Recent Appearance: *Street Fighter X Tekken* (PS3, PS Vita, Xbox 360) 2012

Occupation: Crime Lord

Home: Unknown

Height: 6' 0"

Weight: 176 lb

MACK THE KNIFE

Mack the Knife is one of the heroes of *Final Fight*-style arcade beat'em up *Captain Commando*. Mack appears to be a mummy, but he's actually a space alien wrapped in "Genetic Bandages" that are necessary to sustain his life on Earth. With an unusual mix of tropes and a name taken from an opera-derived rock song popular in the 50s and 60s, Mack feels right at home in *Captain Commando*'s weird mishmash of sci-fi, golden-age comics, and classic Americana.

Mack's weapons of choice are "genetic" knives that can dissolve any organic matter. (The developers were so fond of the word "genetic" that the character's Japanese name is actually pronounced "Jenetty.") Due to the special properties of these weapons, the flesh literally melts off of Mack's victims, an effect that was apparently considered too gruesome to be preserved in the 1995 Super NES home version. Mack's one non-genetic item is the simple orange ball cap he wears—it was a gift from Captain Commando on the day they first met.

DATA

First Appearance: *Captain Commando* (Arcade, Super NES) 1991

Currently Playable On: *Capcom Classics Collection* (PS2, PSP, Xbox) 2006

Most Recent Appearance: Cameo in *Marvel vs. Capcom 2: New Age of Heroes* (Arcade, Dreamcast, PS2, PSN, Xbox, XBLA) 2000

Weapon of Choice: "Genetic" Knives

Home: Unknown

Height: 7'11"

Weight: 99 lb

MAKI GENRYUSAI

The multi-platform classic *Final Fight* was followed by a SNES-exclusive sequel that swapped out some of the heroes for new faces, but otherwise hewed close to the original's beat'em up formula. One of those new characters was Maki Genryusai, the daughter of Guy's martial arts instructor and sister of his fiancée. Maki missed the cut for *Final Fight 3*, but she was plucked from obscurity to join the cast of *Capcom vs. SNK 2* eight years later.

Faithful to her *Final Fight 2* incarnation, Maki wielded a tonfa (one of the weapons available in the game) and used most of the same special moves. Her storyline revolved around battling Guy for the leadership of her father's ninja clan, so it was no surprise when she popped up again to settle the issue in the portable versions of *Street Fighter Alpha 3*. In that game's story, after Guy saved her from M. Bison, Maki gave him permission to continue to lead the clan until their next encounter.

DATA

First Appearance:
Final Fight 2 (Super NES) 1993

Currently Playable On: *Final Fight 2*
Wii Virtual Console 2009

Most Recent Appearance:
Street Fighter Alpha 3 Max (PSP) 2006

Weapon of Choice: Tonfa

Home: Japan

Height: 5'4"

Weight: 119 lb

MASAMUNE DATE

Sengoku BASARA Samurai Heroes

Masamune Date is one of the protagonists of the *Sengoku Basara* series, and he was known as "Azure Dragon" in its heavily localized first installment, *Devil Kings*. Like most of the characters in the series, he was a real historical figure who lived in the 16th and 17th centuries. Masamune is credited with transforming a backwater village into the major Japanese city of Sendai.

In the game, Masamune wields six katana swords at the same time, holding a hilt between each of his fingers and swinging them like massive claws. That's probably not historically accurate, but many aspects of his depiction are. He is famous for wearing an eyepatch (he lost the eye to smallpox) and a crescent-moon helmet, and he was known as a brilliant general. He was young and charismatic, but utterly ruthless in his lust for conquest.

DATA

Also Known As: Azure Dragon

First Appearance: *Devil Kings* (PS2) 2005

Most Recent Appearance: *Sengoku Basara: Samurai Heroes* (PS3, Wii) 2010

Occupation: Feudal Lord

Weapon of Choice: Kagehide

Archenemy: Yukimura Sanada

MAYA FEY

Phoenix Wright
Ace Attorney

In the world of *Phoenix Wright*, Maya and Mia Fey are the heirs to a clan of spirit mediums from Kurain Village; a mountain town located just a short train ride away from Los Angeles. The elder Mia left the village to track down their missing mother, a path that led to her becoming a defense attorney and hiring former client Phoenix Wright as an assistant. But when Mia was murdered, Maya found the body and was promptly framed for the crime—something that would continue to happen throughout her legal career. After Phoenix Wright proved her innocence, he inherited Mia's firm and Maya's services as an assistant.

As a spirit medium, Maya can channel the dead—an ability that doesn't produce a lot of admissible evidence, but can be of use to Phoenix. Maya also helps out around the office, recruits clients, goes undercover when needed, and generously gets herself kidnapped or framed for murder whenever things get a little slow at the agency.

DATA

Also Known As: Mayoi Ayasato

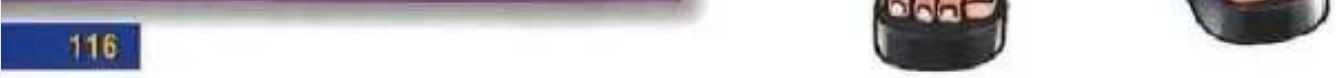
First Appearance:
Phoenix Wright: Ace Attorney
(Nintendo DS, WiiWare) 2005

Most Recent Appearance:
Cameo in *Ultimate Marvel vs. Capcom 3*
(PS3, PS Vita, Xbox 360) 2011

Weapon of Choice: Spirit Channeling

Height: 5'1"

Weight: Unknown



MEGA MAN

It's hard to imagine a more iconic character than Mega Man. His self-titled series has had 10 installments, and the number easily tops 100 if you count its many spin-off series and ports. And Mega Man has had scores of supporting roles in other Capcom titles on top of that!

Mega Man is essentially a sentient robot designed by the brilliant Dr. Light to serve as a laboratory assistant. But when the evil Dr. Wily reprogrammed some of Dr. Light's more dangerous creations and set them loose upon the world, Mega Man volunteered to stop them. Each *Mega Man* game features a roster of enemy robots, each waiting at the end of a side-scrolling level. Mega Man can tackle the levels in any order the player wishes, and since he was designed to be customizable, he can add the defeated robot's weapon to his own arsenal. Each entry in the series has added some new twist to the game's ever-growing mythology, but the core of strong level design and strategic boss fights has never needed significant changes to stay interesting.

DATA

Also Known As:
Rockman, The Blue Bomber, DLN-001

First Appearance: *Mega Man* (NES) 1987

Most Recent Appearance:
Project X Zone (3DS) 2013

Weapon of Choice: Mega Buster

Archenemy: Dr. Wily

MEGA MAN VOLNUTT

Mega Man Volnutt is the protagonist of the *Mega Man Legends* series, which used action-RPG mechanics and is set in a distant-future Earth, with little connection to the more contemporary *Mega Man* and *Mega Man X* timelines. A robot relic from a forgotten era, Mega Man Volnutt was discovered by Diggers searching ruins for essential materials. Initially unable to access his memories, Mega Man Volnutt was adopted by the Caskett family and trained to join in their scavenging missions. But as his memories returned, Mega Man Volnutt began to realize that he still had a millennia-old mission to complete.

Mega Man Volnutt's adventures have continued in various crossover series. He appeared along with Roll Caskett in the Japan-only *Namco X Capcom*, and was a playable fighter in *Tatsunoko vs. Capcom: Ultimate All-Stars*.

DATA

Also Known As: Mega Man Trigger

First Appearance: *Mega Man Legends* (Nintendo 64, PC, PlayStation) 1998

Most Recent Appearance: *Tatsunoko vs. Capcom: Ultimate All-Stars* (Arcade, Wii) 2008

Occupation: Digger

Weapon of Choice: Mega Buster

Archenemy: Mega Man Juno

MICHELLE HEART

LEGENDARY WINGS

Michelle Heart was the primary protagonist of the classic arcade shooter *Legendary Wings*. Kevin Walker, the game's male lead, was only available to player two and only appeared in the background of the game's art. But this early triumph for feminism would prove short-lived—sometime during the game's production run, Michelle's sprite was redrawn as a generic male character. By the time the game was released on the NES, the game's heroes had no names at all and were only referred to as "two young men." The art of the scantily clad, gun-wielding Michelle that graced the arcade cabinet was replaced with a square-jawed guy in red spandex.

But Michelle got the last laugh. While poor Kevin Walker faded into obscurity, she was dredged from the Capcom archives by a more progressive generation of developers and given roles in *SNK vs. Capcom: Card Fighter's Clash*, *Namco X Capcom*, and most prominently, made an assist character in the original *Marvel vs. Capcom*.

DATA

Also Known As: Michel Heart, Wings of Love

First Appearance: *Legendary Wings* (Arcade) 1986

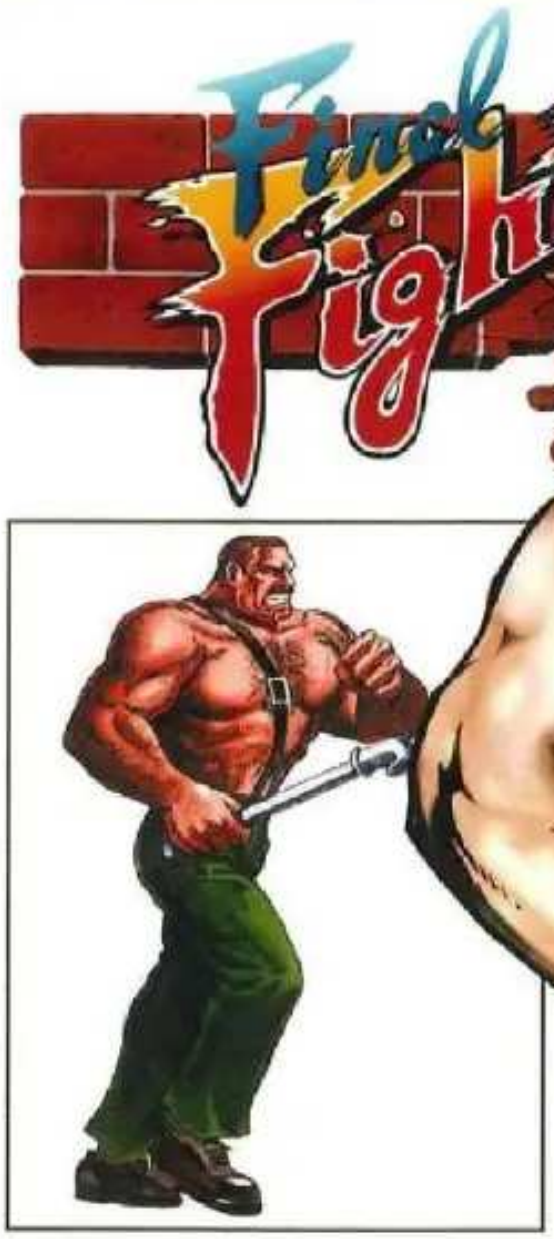
Currently Playable On: *Capcom Classics Collection* (PS2, PSP, Xbox) 2006

Most Recent Appearance: *Namco X Capcom* (PS2—Japan-only) 2005

Weapon of Choice: Twin Laser

Archenemy: DARK (a malfunctioning A.I.)

MIKE HAGGAR



Tired of being "ruled by violence and death," the voters of Metro City elected former professional wrestler Mike Haggar to clean up the streets. But the dominant Mad Gear gang wasn't thrilled with his candidacy and promptly kidnapped his daughter Jessica. The good mayor's quest to get her back is chronicled in the legendary *Final Fight*, a seminal title that set the template for hundreds of arcade beat'em ups to come. Its cast was so famous that even the B-tier villains have gone on to major careers in Capcom's fighting game franchises, and needless to say, Mayor Mike Haggar has never lacked for work since.

In addition to starring in every *Final Fight* game, Mike Haggar's pre-mayoral professional wrestling career was documented in the *Saturday Night Slam Masters* series of one-on-one wrestling-themed fighting games. Mayor Haggar currently serves his constituents by fighting in *Ultimate Marvel vs. Capcom 3*—in his ending, he's become president, but is still wearing his iconic single-strap suspenders with no shirt.

DATA

Also Known As: Mike "Macho" Haggar

First Appearance: *Final Fight* (Arcade, PC, Sega CD, Super NES) 1989

Most Recent Appearance: *Ultimate Marvel vs. Capcom 3* (PS3, PS Vita, Xbox 360) 2011

Occupation: Politician

Weapon of Choice: Steel Pipe

Home: USA

Height: 6'7"

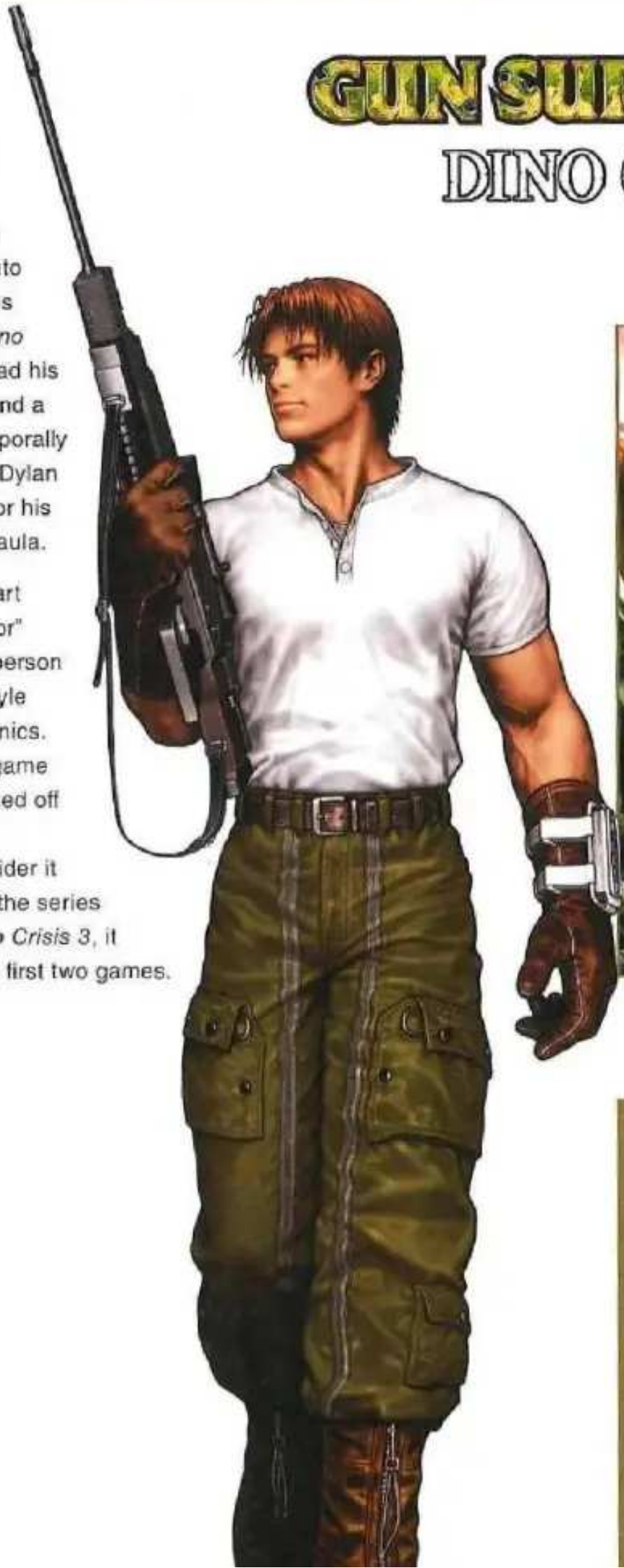
Weight: 266 lb

MIKE WIRED

GUN SURVIVOR 3
DINO CRISIS

Dino Stalker's Lieutenant Mike Wired was a navy pilot fighting the good fight in World War II when he was abruptly pulled away from his imminent death and into a time rift full of murderous dinosaurs. Fortunately, *Dino Crisis 2*'s Dylan Morton had his back, sending weapons and a wrist computer to the temporally displaced pilot. In return, Dylan wanted Mike to look out for his time-traveling daughter Paula.

Dino Stalker is actually part of Capcom's "Gun Survivor" series, which mixes first-person movement with arcade-style light-gun shooting mechanics. (Dino Stalker is the only game in the series that isn't based off of a *Resident Evil* entry.) But *Dino Crisis* fans consider it to be the third chapter of the series since, unlike the real *Dino Crisis 3*, it continues the story of the first two games.



DATA

Only Appearance:
Dino Stalker (PS2) 2002

Occupation: Naval Airman

Weapon of Choice: P-51 Mustang

Height: Unknown

Weight: Unknown

Home: USA

MILES EDGEWORTH

As America's top prosecuting attorney, Miles Edgeworth was Phoenix Wright's greatest adversary in the courtroom. Despite a friendship the two shared as children, Miles Edgeworth would stop at nothing (nothing legal, anyway) to get a guilty verdict, and he had a perfect record of successful prosecutions before losing his first case to Wright. Snobby, fabulously wealthy, and easily unhinged, Edgeworth made a fine nemesis to Phoenix Wright's lovable underdog. But while the two were bitter courtroom rivals, Edgeworth always respected his nemesis, and when he found himself arrested for murder, he hired Phoenix Wright to defend him. That experience left Edgeworth a changed man, now more concerned with finding truth in his trials than in earning victory.

His status as villain-turned-hero was cemented by his starring role in *Ace Attorney Investigations: Miles Edgeworth*, a spin-off series of point-and-click adventure games that put him in the lead role, where he could devote his considerable mental talents to actually solving crimes instead of just prosecuting whichever poor dope the cops had fingered.

DATA

Also Known As: Reiji Mitsurugi, Demon Attorney, King of Prosecutors

First Appearance: *Phoenix Wright: Ace Attorney* (Nintendo DS, WiiWare) 2005

Most Recent Appearance: *Phoenix Wright: Ace Attorney—Dual Destinies* (3DS) 2013

Weapon of Choice: Cross-Examination

Height: 5'11"

Weight: Unknown

MITSUNARI ISHIDA

A playable character in *Sengoku Basara: Samurai Warriors*, Mitsunari Ishida was a slavishly loyal retainer of Hideyoshi Toyotomi. But when fellow retainer Ieyasu Tokugawa slew his master, Mitsunari went mad with revenge. In his storyline, Mitsunari battles his way through Ieyasu's various generals, but when he finally finds and slays Ieyasu himself, he's struck with the emptiness of his life and begs Ieyasu to rise from the dead so that his quest for vengeance can continue.

The historical Mitsunari was indeed a loyal retainer of Hideyoshi's, but he was more famed for his financial acumen than his vengeful rage. Perhaps the problem was that he didn't have anything to be particularly vengeful for—Hideyoshi Toyotomi died of illness, not of betrayal. But his death did lead to a split among his retainers, with Mitsunari (who remained loyal to Hideyoshi's son and heir) battling Ieyasu for the fate of Japan. Victorious, Ieyasu's clan would lead a unified Japan for centuries, while Mitsunari's head ended up on a pike, as a warning to any who would stand in his way.

DATA

Also Known As: Seeker of Vengeance

Only Appearance: *Sengoku Basara: Samurai Heroes* (PS3, Wii) 2010

Occupation: Samurai

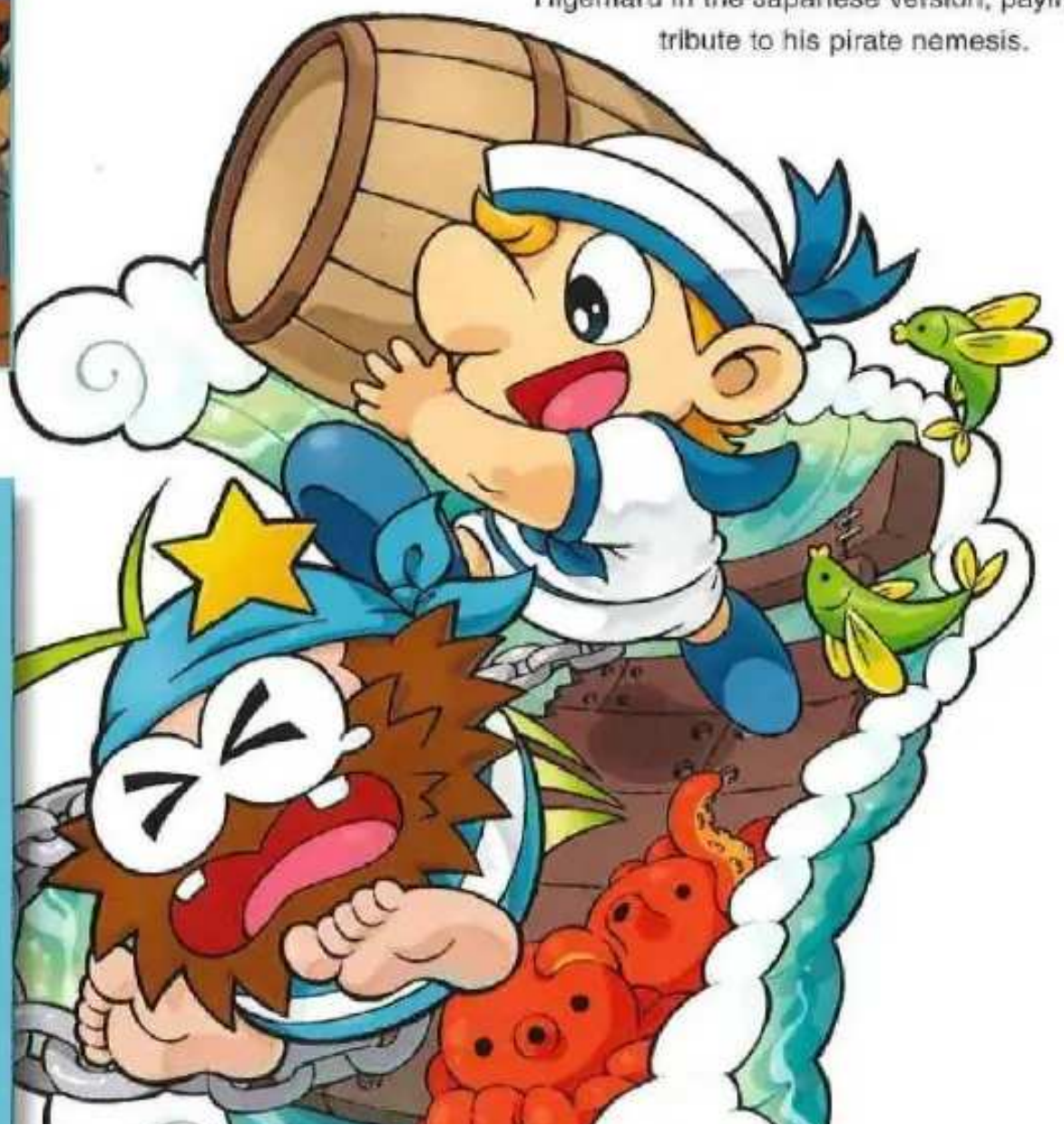
Weapon of Choice: Odachi (Long Katana)

Archenemy: Ieyasu Tokugawa

MOMOTARO

Pirate Ship Higemaru was one of Capcom's first games, and the only game from the company's first year to be passed over for a western localization (it was eventually localized for the *Capcom Classics Collection* and online *Capcom Arcade Cabinet*). The game is an action-puzzle title set within a maze of barrels on the deck of a ship. Sailor hero Momotaro fights off invading pirates by picking up the barrels and rolling them either vertically or horizontally, knocking any enemy they touch overboard.

Pirate Ship Higemaru was the first Capcom game to ever get a sequel, a more complicated action-adventure game released on the Japanese version of the NES. That too was never localized, which is a shame, especially since it featured a cool-looking level based on *Ghouls'n Ghosts*. *Higemaru* may have been the first franchise Capcom ever created, but it was also the first to get the axe. Momotaro was never seen again, although *Strider*'s level 3 pirate boss was named Captain Higemaru in the Japanese version, paying tribute to his pirate nemesis.



DATA

First Appearance: *Pirate Ship Higemaru* (Arcade—Japan-only) 1994

Currently Playable On: *Capcom Arcade Cabinet* (PSN, XBLA) 2013

Most Recent Appearance: *Higemaru Makaijima: Seven Islands Adventure* (NES—Japan Only) 1987

Occupation: Sailor

Weapon of Choice: Barrels

MORRIGAN AENSLAND

Sultry succubus Morrigan is the most famous Darkstalker, and one of the most recognizable characters in gaming. In addition to her roles in the *Darkstalkers* series, Morrigan has been a fixture in Capcom's crossover fighters, including *Marvel vs. Capcom*, *SNK vs. Capcom*, and *Tatsunoko vs. Capcom*, and she's made cameos in numerous other games as well.

As a fighter, most of Morrigan's strength comes from her wings, which allow her to excel at aerial combat. Her wings can also transform into a variety of things, from spears to a swarm of bats to a laser cannon. In the *Darkstalkers* storyline, Morrigan serves as the inherited ruler of the Makai realm and is one of the last of a dying breed of succubi. But Morrigan cares little for politics, and prefers to live a life of hedonism in the human world, hiding her wings and seeking mortal companions in order to feed on their life force and dreams. We should all be so lucky.

DATA

First Appearance: *Darkstalkers: The Night Warriors* (Arcade, PlayStation) 1994

Most Recent Appearance: *Darkstalkers Resurrection* (PSN, XBLA) 2013

Weapon of Choice: Morphing Wings

Archenemy: Demitri

Home: Scotland

Height: 5'8"

Weight: 128 lb

NAMELESS ONES

The heroes of *Forgotten Worlds* were raised from birth to be super soldiers capable of reclaiming Earth from the villainous Emperor Bios. So crucial was their training that their parents apparently didn't even have time to give them names. *Forgotten Worlds* was unique among shooters in allowing players to shoot in a full 360-degree range of motion. It was also stunningly beautiful for its time—the game was designed as a showpiece for Capcom's brand new CPS-1 hardware system, which would go on to host such classics as *Strider*, *Ghouls'n Ghosts*, *Final Fight*, and *Street Fighter II*.

For random shooter characters, the heroes of *Forgotten Worlds* pop up surprisingly often. Most notably, they appeared as an assist character in *Marvel vs. Capcom: Clash of Super Heroes*. They're also attending the party in the background of Ken's stage in *Street Fighter Alpha 2*, and have appeared in several Japan-only crossover games like *Capcom World 2* and *Namco X Capcom*.

DATA

Also Known As: Unknown Soldiers

First Appearance: *Forgotten Worlds* (Arcade, Genesis, PC, Turbografx-16) 1988

Most Recent Appearance: *Namco X Capcom* (PS2—Japan-only) 2005

Currently Playable On: *Capcom Classics Collection* (PS2, PSP, Xbox), *Forgotten Worlds* Wii Virtual Console (Genesis version)

Archenemy: Emperor Bios

NATHAN "RAD" SPENCER

Nathan Spencer was known only as "Ladd" when he debuted in the NES version of *Bionic Commando*, as a soldier sent to rescue Super Joe (the hero of the otherwise unrelated game *Commando*) from an evil imperial army. The game's allure was that instead of jumping, Ladd had a grappling hook-like bionic arm he could use to swing from ledges or pull himself to higher areas. A 1992 Game Boy adaptation re-localized Ladd's named as Rad and gave him the last name Spencer.

Save for a single Game Boy Color release, the series went dormant for 16 years before resuming with a flurry of activity in 2008. A remake and a new sequel updated the hero's name to Nathan "Rad" Spencer (with "Rad" referring to the R&D division that created his arm) and reimagined the character as a bitter, falsely-accused ex-con. Spencer has been busy ever since, recently headlining *Bionic Commando Rearmed 2* and joining the roster of *Marvel vs. Capcom 3*.

DATA

Also Known As: Ladd, Rad Spencer

First Appearance:
Bionic Commando (NES) 1988

Most Recent Appearance:
Ultimate Marvel vs. Capcom 3
(PS3, PS Vita, Xbox 360) 2011

Weapon of Choice: Bionic Arm

Archenemy: Generalissimo Killt,
(aka Director Wiseman)

Height: 6'3"

Weight: 233 lb

NEMESIS T-TYPE

RESIDENT EVIL

Nemesis was the Umbrella Corporation's most potent creation: A Bio Organic Weapon that was nearly indestructible, capable of wielding weapons, programmable to hunt specific targets, and able to employ reason and strategic planning. It was unleashed during the zombie outbreak in Raccoon City, with instructions to hunt down and destroy the entire roster of the Raccoon City Police Department's meddlesome S.T.A.R.S. unit.

Nemesis' reign of terror was depicted in *Resident Evil 3: Nemesis*, and its light-gun game retelling, *Resident Evil: The Umbrella Chronicles*. In that game, Nemesis attacks Jill Valentine nearly a dozen times, but it's ultimately destroyed by a railgun blast and a full load of magnum rounds.

Nemesis made such a compelling villain that he was revived for non-canonical titles *Resident Evil Survivor 2 CODE: Veronica* and *Resident Evil: Operation Raccoon City*. Nemesis is also a playable character in *Ultimate Marvel vs. Capcom 3*, using the same repertoire of tentacle attacks, rocket launcher shots, and monstrous mutations he employed against Jill. Nemesis is

DATA

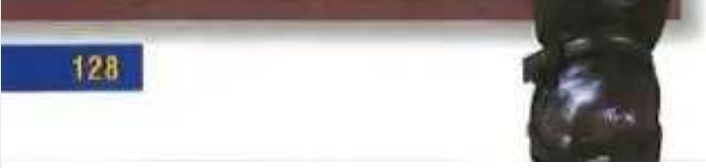
First Appearance:
Resident Evil 3 (Dreamcast, GameCube, PC, PlayStation) 1999

Most Recent Appearance:
Project X Zone (3DS) 2013

Occupation: Bio Organic Weapon

Height: Unknown

Weight: Unknown



also a villain in the recent *Project X Zone*.

NERO

Nero is a young heir of Sparda, the noble demon whose rebellion against the evil god of the underworld sits at the heart of the storyline to the *Devil May Cry* series. That makes him some relation to Dante and Vergil. A brother, a nephew, an illegitimate child—there are many fan theories, but the truth has never been spelled out. Nero was raised as an orphan by a religious order devoted to honoring Sparda, which tasks him with fighting evil demons. Nero served as co-protagonist of *Devil May Cry 4*, alongside Dante, who helped him discover and defeat the corruption within his order.

Nero's demonic heritage is reflected in a cursed right arm called the "Devil Bringer" that possesses super strength and can be used to pull enemies towards him or hurl massive objects. He also fights with a sword and gun combo similar to Dante's. While he shares Dante's rebellious spirit and dry sense of humor, Nero is a darker and moodier hero and lacks the venerable Dante's confidence.

DATA

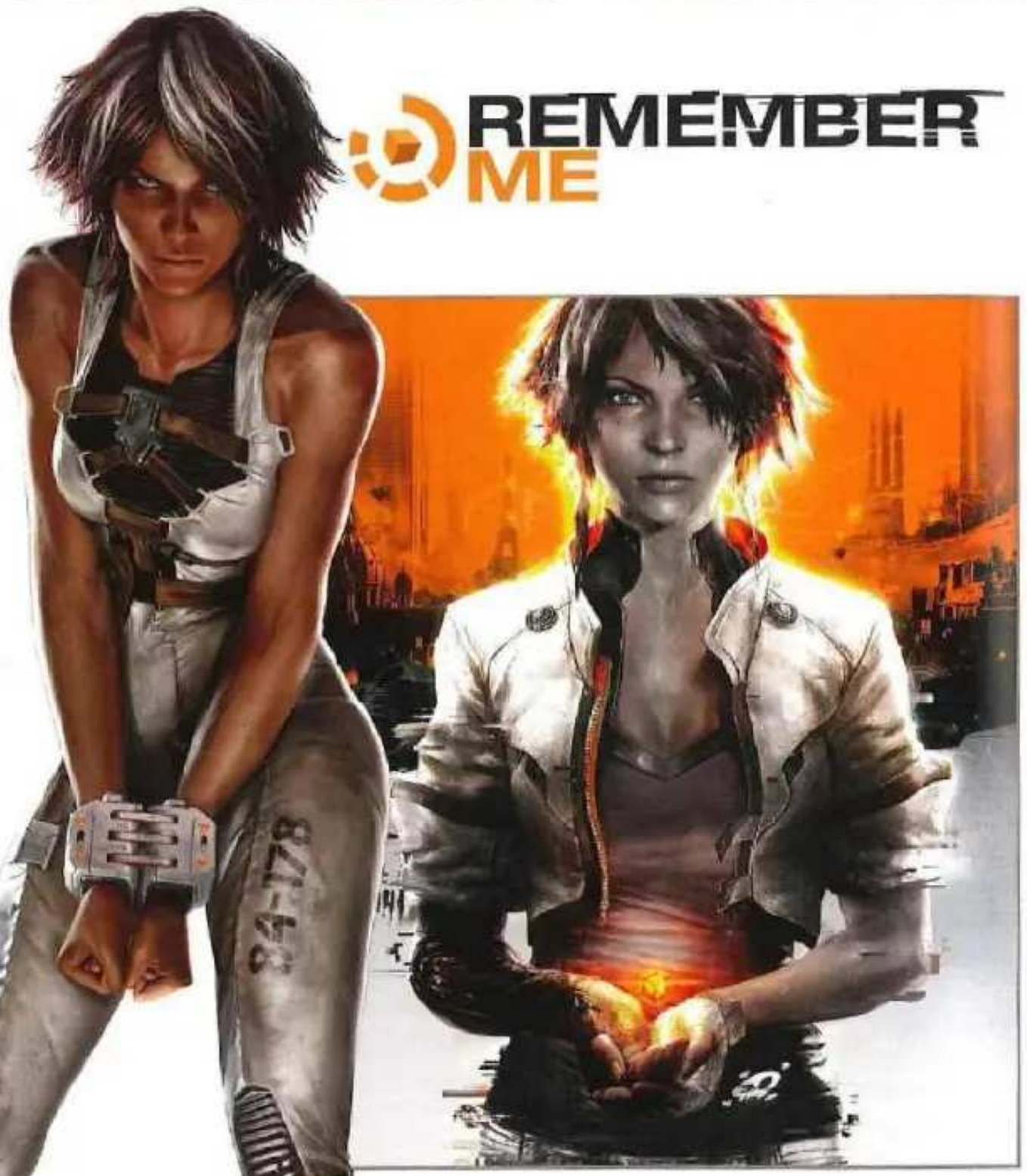
Only Appearance:
Devil May Cry 4 (PS3, Xbox 360) 2008

Weapon of Choice:
Blue Rose (Revolver), Red Queen (Sword)

Occupation:
Holy Knight in the Order of the Sword

Archenemy: Sanctus

NILIN



At the beginning of *Remember Me*, Nilin narrowly escapes from the highest-security prison in Europe. But in the process, she left a little something behind—all of her memories save for her first name and a hazy sense of familiarity with certain people and places. Guided by a mysterious voice in her head, Nilin sets off on a quest to reclaim her memories and incite a revolution against Memorize, the corporation that holds a monopoly in the field of human memory storage.

Before her capture, Nilin worked as a Memory Hunter, using Memorize's own technology to steal information from other people's heads. Nilin still retains those skills, including her unique ability to "remix" memories by changing the particulars of her target's recollections. By replaying events with a few subtle tweaks, Nilin can plant false memories with serious real-world consequences for her targets, destroying their relationships or even driving them to suicide. The more Nilin learns about who she used to be, the less she seems to like it.

DATA

Only Appearance:
Remember Me (PC, PS3, Xbox 360) 2013

Occupation: Memory Hunter

Weapon of Choice: Memory Remix

Archenemy: Memorize Corporation

Home: Neo-Paris, France

NINA

Just as each *Breath of Fire* game stars a draconic hero named Ryu, Ryu always finds a battlefield companion and a will-they-won't-they love interest in an angelic young woman named Nina. In the first four games of the series, each Nina was the princess of the winged people of Wyndia, and presumably an ancestor or descendent of the series' other Ninas. Ever the oddball, *Breath of Fire: Dragon Quarter* instead reimagined Nina as a test subject with biologically-engineered mutations.

Even though every Nina looks different, each has blonde hair and a pair of wings. The original Nina could fly by transforming to a bird-like form, but her people would go on to lose the power of flight as the series continued. Her black wings in *Breath of Fire II* marked her as a pariah and an omen of doom, while in *Breath of Fire: Dragon Quarter*, her wings weren't wings at all, but experimental lung extensions designed to purify polluted air.

DATA

First Appearance:
Breath of Fire (Super NES) 1994

Most Recent Appearance:
Breath of Fire: Dragon Quarter (PS2) 2003

Weapon of Choice: Magic

Archenemy: Wrongful Persecution

Home: Wyndia

NOBUNAGA ODA

Sengoku BASARA Samurai Heroes

Nobunaga Oda has the rare distinction of being a villain in two different Capcom series, *Sengoku Basara* and *Onimusha*. The real Nobunaga Oda was a military genius and skilled ruler who went from ruling a small province to conquering nearly the entirety of Japan. His victories ultimately united the country after a century and a half of civil war, but his ruthless methods and brutal eradication of Japan's Buddhist monks have made him a devil-like figure in the modern popular consciousness.

Nobunaga pioneered the use of guns in Japanese combat, so his video-game equivalent wields a sword in one hand and a shotgun in the other. In *Devil Kings*, he is joined in his quest for world domination by Reaper, a sadistic scythe wielder, Hornet, his feisty young herald, and Lady Butterfly, his pistol-packing wife-to-be. Nobunaga's entire faction is wiped out in the series' story, but an even more demonic Nobunaga Oda is dredged back from hell to terrorize Japan in *Sengoku*

DATA

Also Known As: Demon King

First Appearance: *Devil Kings* (PS2) 2005

Most Recent Appearance: *Sengoku Basara: Samurai Heroes* (PS3, Wii) 2010

Occupation: Feudal Lord

Weapon of Choice:
Kunishige (Sword) and Shotgun

Basara: Samurai Heroes.

OCTAVIANUS

SHADOW OF ROME

Capcom's *Shadow of Rome* is an action game with the unique setting of imperial-era Rome. The game stars Caesar's real-life great nephew and hand-picked successor, Octavianus, along with Octavianus' childhood best friend and future right-hand man, Agrippa. The backstory is fairly true to history, but the game takes massive liberties with what happens after the death of Julius Caesar.

In the game, the death of Caesar was laid at the feet of Agrippa's father, and Antonius usurps the throne for himself. While Agrippa wages war, Octavianus—the weaker but brighter of the two friends—takes it upon himself to find the real killer via the game's RPG-style exploration scenes and stealth missions. By stealing uniforms, bashing guards with pots, and eavesdropping on Senate conspirators, Octavianus manages to unravel Antonius' bloody scheme.

DATA

Also Known As:
Octavian, Octavius, Gaius, Augustus

Only Appearance:
Shadow of Rome (PC, PS2)

Occupation: Imperial Heir

Weapon of Choice: Pottery

Archenemy: Antonius (Mark Antony)

Home: Imperial Rome

P-38 LIGHTNING

1943: The Battle of Midway, the sequel to Capcom's breakthrough shooter *1942*, identified its hero as "P-38," after the real-world model of airplane that the player controlled (later games in the series would refer to it as "Lightning"). Coming three years after its predecessor, *1943* was a massive upgrade. The graphics were beautiful, each level now ended with an epic boss fight against a screen-spanning enemy battleship, airplane, or aircraft carrier, and the game added a life bar, bombs, and a variety of new weapons.

1943 offered a bit more of a story than its predecessor, beginning with a quest for revenge after your carrier takes heavy damage in an enemy attack. You don't get to see much of the pilot himself, but in the ending to the NES version he calls someone named Nancy to tell her that the war is over and he'll be home by the weekend. A sweet moment, even if the war didn't actually end

DATA

First Appearance: *1943: The Battle of Midway* (Arcade, NES, PC) 1987

Most Recent Appearance: *1944: The Loop Master* (Arcade) 2000

Currently Playable On: *Capcom Classics Collection* (PS2, PSP, Xbox) 2006, *Capcom Arcade Cabinet* (PS3, Xbox 360) 2013

Archenemy: Japanese Naval Fleet

Home: USA

until two years later.

PARKER LUCIANI

RESIDENT EVIL

In the playable backstory to *Resident Evil Revelations*, Parker Luciani served as an agent for the Federal Bioterrorism Commission, which had been established in response to the creation and deployment of biological weapons by the Umbrella Corporation and its former employees and business partners. The agency's first major trial came at the island city of Terragrigia, where Parker and fellow agent Jessica Sherawat tried and failed to contain a B.O.W. invasion.

After the attack, both agents joined the newly formed Bioterrorism Security Assessment Alliance, where they worked with *Resident Evil* heroes Jill Valentine and Chris Redfield. In 2005, Parker was assigned Jill as a partner and sent to search an adrift and B.O.W.-infected cruise ship for Chris and Jessica, who had gone missing. Parker primarily served as Jill's back-up, but he was playable for a few sequences on the ship and in the game's multiplayer Raid Mode. Presumably, Parker still works for the BSAA, although he did not appear in the game's chronological follow-ups, *Resident*

DATA

Only Appearance: *Resident Evil Revelations* (3DS, PC, PS3, Wii U, Xbox 360) 2012

Occupation: BSAA Member

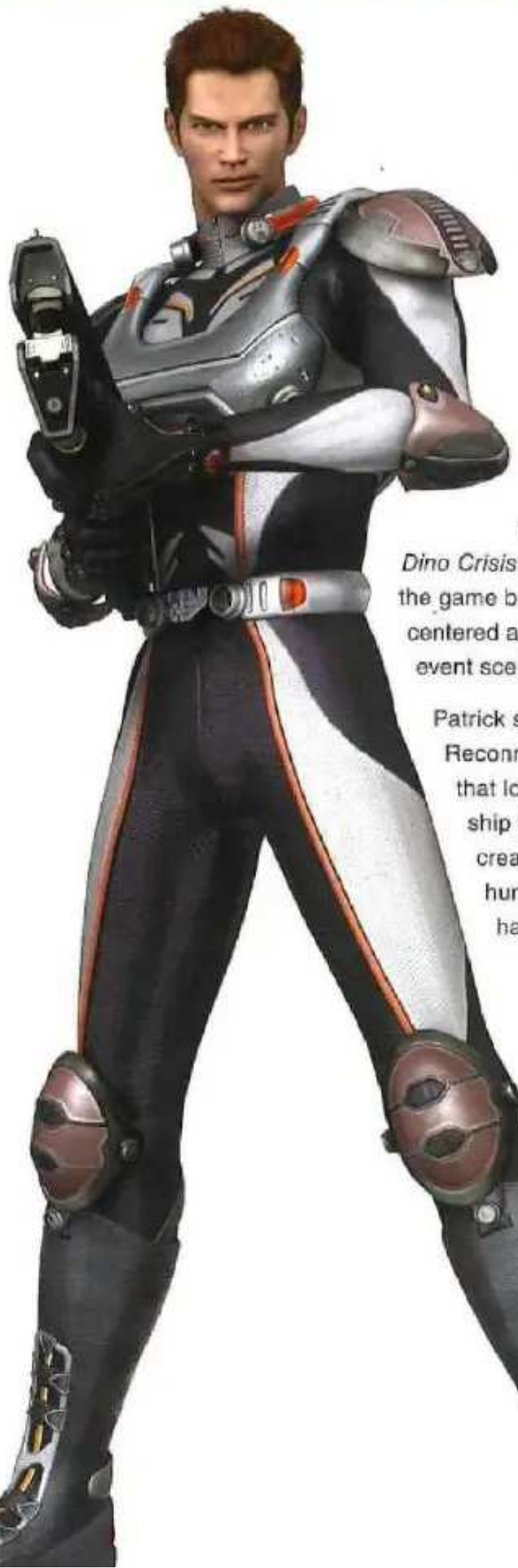
Home: Italy

Height: Unknown

Weight: Unknown

Evil 5 and Resident Evil 6.

PATRICK TYLER



DINO CRISIS 3

Patrick is the hero of *Dino Crisis 3*, a sequel that abandoned the series' modern-day setting and continuity to instead create a dinosaur-blasting space opera. While the mechanics continued the focus on arcade-style action introduced in *Dino Crisis 2* (and further augmented it with the addition of jetpacks), the game broke from its predecessors by offering a focused story—centered almost entirely on Patrick—told through nearly an hour of CGI event scenes that still look great today.

Patrick serves as a member of SOAR (Special Operations and Reconnaissance), which has been called to investigate a spaceship that lost contact with Earth three centuries ago. Inside, he finds the ship is now an ecosystem for genetically engineered dinosaurs created by a berserk A.I. in an attempt to create a more evolved human being. Eerily for Patrick, the A.I.'s super-human prototypes have a suspicious similarity to his recently deceased sister.

DATA

Only Appearance:
Dino Crisis 3 (Xbox) 2003

Archenemy: M.T.H.R. (Ozymandias' A.I.)

Weapon of Choice: Heavy Vulcan

Height: 6'0"

Weight: 159 lb

PERCEVAL

In the 1991 beat'em up *Knights of the Round*, soon-to-be-king Arthur is joined by his loyal friend Perceval—an eager commoner entranced by Lancelot's knightly virtue—on the group's quest for the Holy Grail. Perceval begins the game as a teenager with a mop of blond hair wearing only pants and one epaulette, but as he gains experience points throughout the quest he adds armor one piece at a time and—somewhat shockingly—grows a beard and goes completely bald.

Perceval is the game's prerequisite slow-but-strong character, wielding a mighty battle-axe at relatively sluggish speeds. But once players master the controls, Perceval can be lither than he looks. He can dash, cap those dashes with a powerful swing, and even roll out of his jumps. These options make him powerful, but a bit trickier to play than the other two heroes.

DATA

First Appearance: *Knights of the Round* (Arcade, Super NES) 1991

Currently Playable On: *Capcom Classics Collection* (PS2, PSP, Xbox) 2006

Most Recent Appearance: *Capcom World 2* (Arcade—Japan-only) 1992

Weapon of Choice: Battle-Axe

Home: Britain

PHOENIX WRIGHT

Phoenix Wright rose to stardom on the basis of a concept so absurd players simply had to check it out—a video game series about a defense attorney who picks apart witness testimony in interactive trials. But clever mechanics, striking character design, and strong writing made the games a rare hit in the notoriously difficult genre of "visual novel"-style adventure games.

In Japan, Phoenix Wright tackled his first cases on the Game Boy Advance, but it was only after a 2005 Nintendo DS remake that Capcom began the monumental task of localizing the text-heavy games that were packed with some confusing Japanese references and untranslatable humor. The well-crafted localizations resonated with western audiences, and the Japanese cult hero became a full-blown international phenomenon with five numbered games, a series of spin-off titles, a crossover game with Nintendo's Professor Layton, and even a role as a playable character in *Marvel vs. Capcom 3*. Not bad for an upstart lawyer with the world's biggest cowlick.

DATA

Also Known As: Ryuichi Naruhodo

First Appearance:
Phoenix Wright: Ace Attorney **(Nintendo DS, WiiWare) 2005**

Most Recent Appearance:
Phoenix Wright: Ace Attorney—Dual Destinies **(3DS) 2013**

Weapon of Choice: Justice

Archenemy: Prosecutor Miles Edgeworth

Height: 5'9"

Weight: Varies

PIERS NIVANS

RESIDENT EVIL

Piers Nivans served under Captain Chris Redfield in the BSAA Alpha Team. When Redfield's team entered the Edonian Civil War to stop terrorists from using the C-Virus, they were lured into a trap by a woman who appeared to be Ada Wong. She exposed the squad to the C-Virus, causing instantaneous, dramatic mutations. Chris and Piers were the only survivors.

Witnessing the deaths of his men broke Chris' spirit, and it was up to Piers to drag Chris out of a bar and sober him up when the BSAA needed him six months later. Piers was Chris' constant companion on the mission, and he struggled to keep Chris focused on his objective instead of his desire for vengeance. But the second mission also ended in tragedy—Piers became infected with the C-Virus and chose to die rather than risk turning against Chris. His sacrifice inspired Chris to move past his grief and refocus on his leadership role in the BSAA.

DATA

Only Appearance:
Resident Evil 6 (PC, PS3, Xbox 360) 2012

Occupation: BSAA Member

Home: USA

Height: 178 cm

Weight: 67 kg

POISON

DATA

First Appearance: *Final Fight* (Arcade, PC, Sega CD, Super Famicom) 1989

Most Recent Appearance: *Street Fighter X Tekken* (PS3, PS Vita, Xbox 360) 2012

Occupation: Wrestling Promoter

Weapon of Choice: Whip

Home: USA

Height: 5'9"

Weight: 115 lb

Several *Final Fight* villains went on to become stars in their own right (including the *Street Fighter* characters Rolento, Sodom, and Hugo), but none have made as big a splash as Poison. One of the only (seemingly) female characters in the original *Final Fight*, the scantily-clad Poison made a strong impression on players. Controversy over her gender only made her more famous. In an attempt to get around taboos about hitting women, Poison was designed as a transgendered character, a fact that was lost on many of her fans. Her status as a male-to-female transsexual was clarified by Capcom developers before her recent *Street Fighter X Tekken* debut.

After a rough childhood in a Los Angeles orphanage, Poison ended up in Metro City's villainous Mad Gear gang where she helped kidnap Mayor Haggar's daughter, Jessica. But after framing *Final Fight* hero Cody for all of her crimes, she left the gang and now manages the wrestling career of fellow former Mad Gear gang member, Hugo.

POLPO

A moody, workaholic landlord, Polpo is proof that Capcom can make a hero out of anyone. Polpo starred in the obscure PlayStation game *One Piece Mansion* (no connection to the anime with the similar name), which put him in charge of an ever-growing apartment building packed with quirky tenants. His job is to roam the halls putting out fires (literally) and keep his tenants happily paying their rent by keeping their stress levels low. Doing so requires moving the individual apartment units around so that no one ends up next door to someone who will rub them the wrong way.

There's a story in there somewhere: Polpo's pesky younger sister Putica gets kidnapped by his apartment-management nemesis, an alien named Chocopape. Apparently, managing progressively more difficult apartment buildings full of high-maintenance singers, ninjas, and sumo wrestlers will somehow get her back. It doesn't make much sense, but everyone's adorable and the game is certainly one of a kind.

DATA

Only Appearance:
One Piece Mansion **(PlayStation) 2001**

Occupation: Landlord

Weapon of Choice: Fire Extinguisher

Archenemy: Chocopape

PRINCESS DEVILOTTE

CYBERBOTS
FULLMETAL MADNESS

DATA

Also Known As: Devilot

First Appearance: *Cyberbots: Fullmetal Madness* (Arcade) 1994

Most Recent Appearance: *Project X Zone* (3DS) 2013

Weapon of Choice: S-008 Super-8 Variant Armor

Home: Hell Dorado, the 666th Colony in the Federation of Colonies (Outer Space)

Height: 4'10"

Weight: 88 lb

A mere sub-boss in the cult arcade fighter *Cyberbots: Fullmetal Madness*, Devilotte came from the humblest of beginnings. But fans fell in love with the sadistic, mech-piloting 13-year-old who traveled everywhere with her magician and mad scientist lackeys, and she emerged as one of the game's breakout stars. She's been immortalized in keychains and figurines, and was given roles in *Super Puzzle Fighter II Turbo* and *Marvel vs. Capcom: Clash of Heroes* (as an assist character), as well as a cameo in *Tatsunoko vs. Capcom: Ultimate All-Stars*.

In the arcade version of *Cyberbots: Fullmetal Madness* she appears only briefly, declaring herself a princess of thieves as she harasses foes with her octopus-themed mech. But the Japan-only Saturn and PlayStation versions of *Cyberbots* give her a full story mode, revealing that she's the princess of demonic space colony Hell Dorado, and slew her own father, Lord Deathsatan, so she could pursue a crush on the 64-year-old Gawaine instead of her father's

plans for galactic domination.

PROTO MAN

Designed by Mega Man's creator Dr. Light, Proto Man was an early attempt at creating a humanoid robot capable of independent thought. But Proto Man ended up being a little *too* independent, abandoning his creator to make his own way through life. Eventually, he joined up with Dr. Wily, who gave him various upgrades and sent him after Mega Man. But when Mega Man proved to him that Dr. Wily was evil, Proto Man changed sides again.

Since his first appearance in *Mega Man 3*, Proto Man has appeared in every game in the mainline series, although often in minor roles. His big break came when Capcom launched *Mega Man 9* and *10* after a decade-long lull. Proto Man got to be a playable character in both new games, differing from Mega Man in his ability to slide and block shots with his Proto Shield. But as an outdated prototype, Proto Man has thinner armor that makes enemy shots more damaging and he has a slower projectile firing speed.

DATA

Also Known As:
DLN-000, Break Man, Blues

First Appearance:
Mega Man 3 (NES) 1990

Most Recent Appearance: *Mega Man 10* (PSN, WiiWare, XBLA) 2010

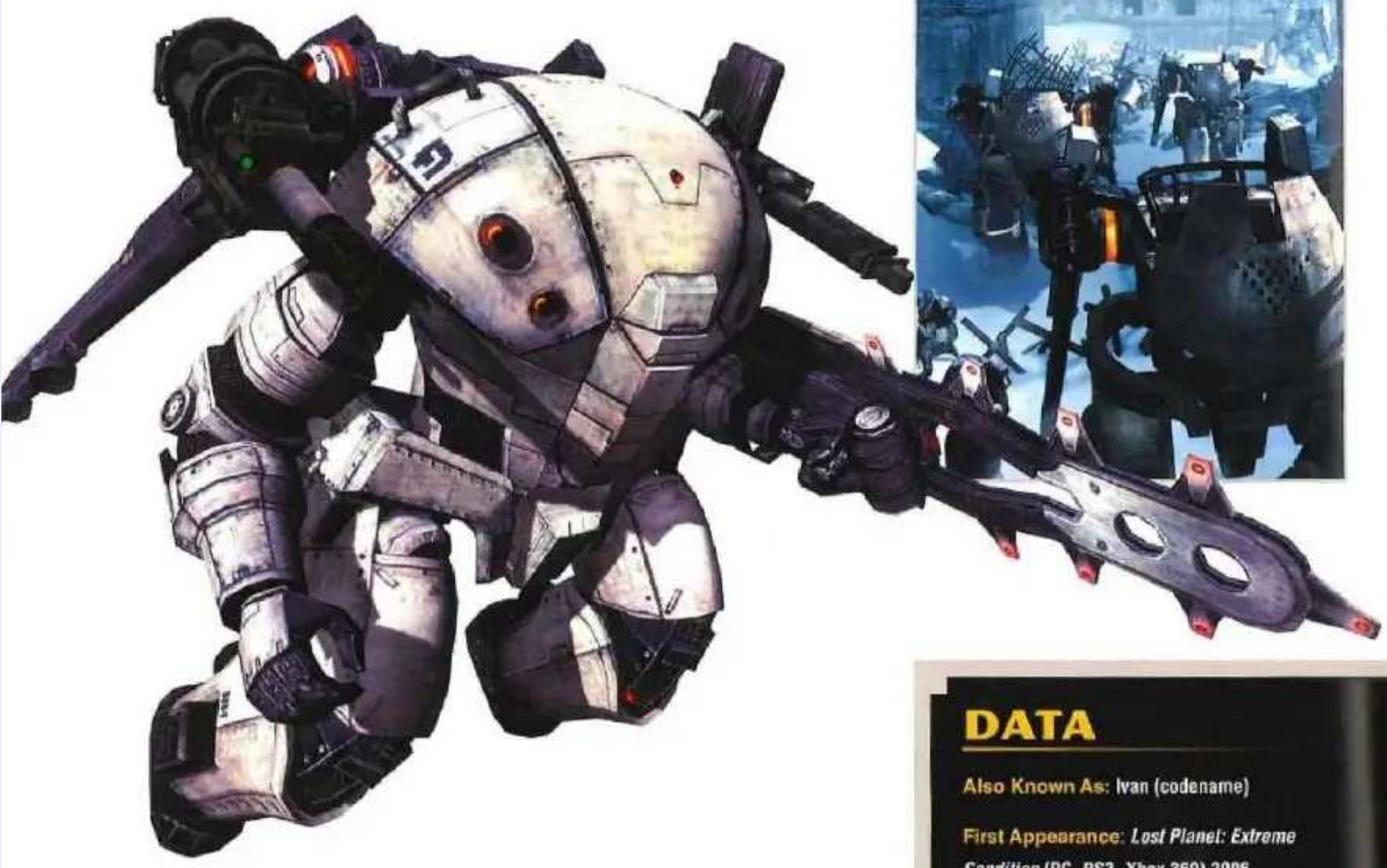
Occupation: Mentor

Weapon of Choice: Proto Buster

PTX-40A VITAL SUIT

The PTX-40A is one of the VS (Vital Suits) that can be piloted in *Lost Planet: Extreme Condition*. It has special significance to the game's story, because it's a unique prototype piloted by the main character's father, Gale Holden. It is capable of hovering and high-speed dashing, and it has a unique chainsaw-esque special weapon in addition to the typical VS weaponry. It seems to be a variant of the series' more common PTX-140 "Hardballer," but it's more mobile and uses less thermal energy.

LOST PLANET
EXTREME CONDITION



In a shocking career move, the PTX-40A appeared as a playable character in *Tatsunoko vs. Capcom: Ultimate All-Stars*. It's a massive character that consumes both slots of a player's tag team and is two to three times taller than the game's typical human combatants. Its pilot appears to be wearing the uniform and opaque helmet of *Lost Planet*'s villainous NEVEC corporation, but he did refer to having inherited the PTX-40A from his father, hinting that the

DATA

Also Known As: Ivan (codename)

First Appearance: *Lost Planet: Extreme Condition* (PC, PS3, Xbox 360) 2006

Most Recent Appearance: *Tatsunoko vs. Capcom: Ultimate All-Stars* (Arcade, Wii) 2008

Weapon of Choice: Extendable Saw Arm

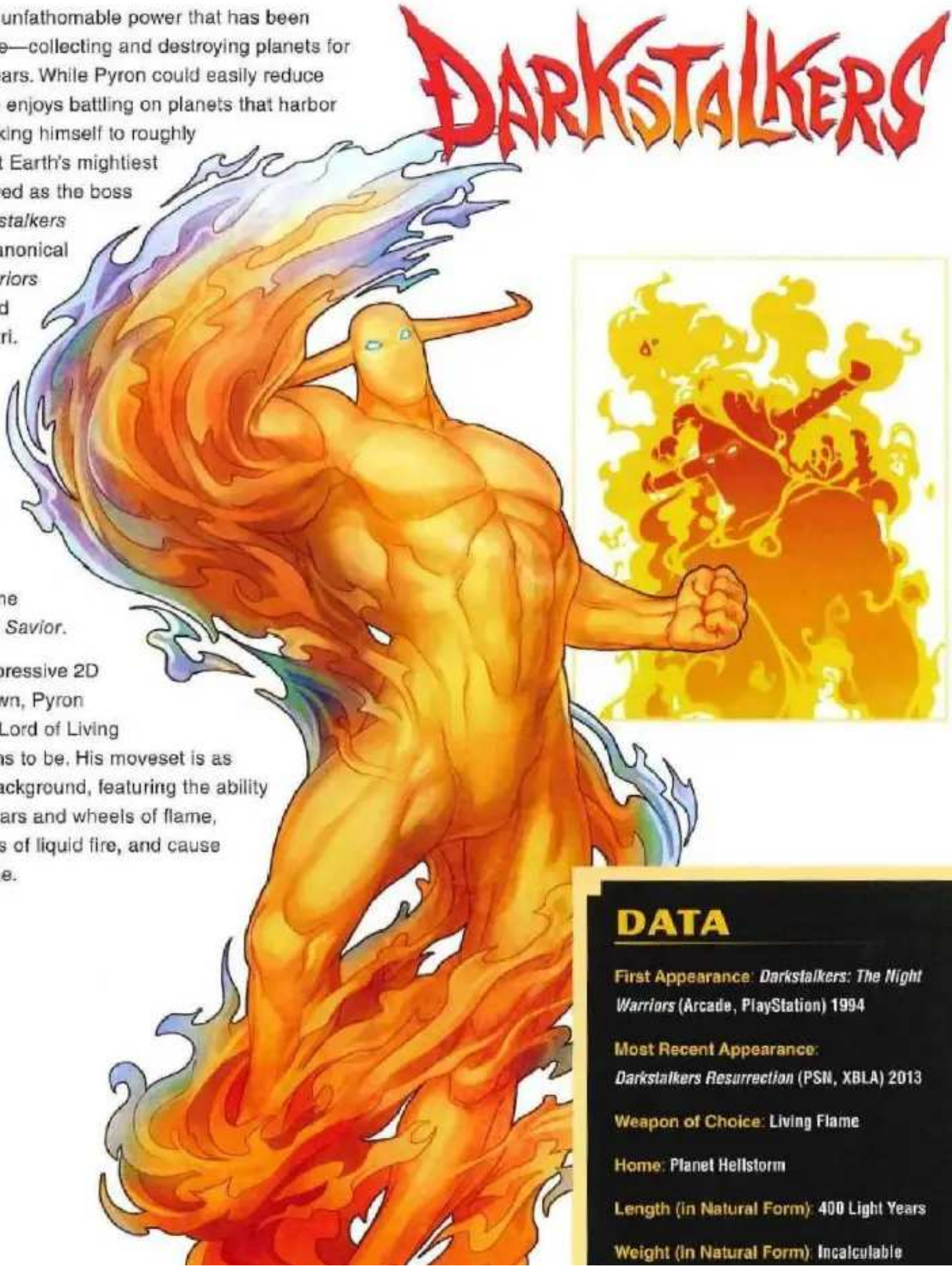
Pilots: Gale Holden, Wayne Holden, Man in NEVEC Uniform

mystery pilot could be *Lost Planet* hero Wayne Holden.

PYRON

Pyron is an alien of unfathomable power that has been cruising the universe—collecting and destroying planets for some 200 million years. While Pyron could easily reduce the Earth to ash, he enjoys battling on planets that harbor intelligent life, shrinking himself to roughly human scale to fight Earth's mightiest warriors. Pyron served as the boss of the first two *Darkstalkers* games, but in the canonical ending to *Night Warriors* he was defeated and consumed by Demitri. Of course, even death can't keep a good Darkstalker down, and Pyron has appeared as a boss in *Capcom Fighting Evolution* and as a playable character in the home versions of *Vampire Savior*.

One of the most impressive 2D characters ever drawn, Pyron looks every bit the "Lord of Living Flame" that he claims to be. His moveset is as impressive as his background, featuring the ability to transform into pillars and wheels of flame, teleport, hurl comets of liquid fire, and cause localized supernovae.



DATA

First Appearance: *Darkstalkers: The Night Warriors* (Arcade, PlayStation) 1994

Most Recent Appearance: *Darkstalkers Resurrection* (PSN, XBLA) 2013

Weapon of Choice: Living Flame

Home: Planet Hellstorm

Length (in Natural Form): 400 Light Years

Weight (in Natural Form): Incalculable

RAIZO IMAWANO

Built like a grizzly bear, armed with claw-like fingernails, and dressed in a short-sleeve business suit with overalls and a monocle, Raizo Imawano is to high-school principals as Mike Haggar is to mayors. He's not the sort of guy you'd expect to see running the most elite high school in all of Japan, and he's definitely not the sort of guy you'd expect to see plotting to take over the country.

Raizo initially seems to be the villain of *Rival Schools: United by Fate*, but it turns out that the real mastermind of the plan was his nephew, Hyo Imawano, who had managed to brainwash Raizo into using his network of students to aid Hyo in his quest for world domination. The two fought as a tag team in the game's story mode, but Raizo wasn't fighting of his own free will; he had been brainwashed by Hyo. Raizo retains his position as high-school principal in the game's sequel, *Project Justice*, but has trimmed his fighting claws and is no longer a playable character.

DATA

First Appearance: *Rival Schools: United by Fate* (Arcade, PlayStation) 1997

Most Recent Appearance: *Project Justice* (Arcade, Dreamcast) 2000

Occupation: Principal

School Affiliation: Justice High School

Height: 6'2"

Weight: 273 lb

RATHALOS

Rathalos was the cover monster for the original *Monster Hunter*, and it's become something of a poster monster for the series in general. It has appeared in every generation of *Monster Hunter* titles and made several cameos in other Capcom properties, inspiring a suit of armor in *Lost Planet 2* and appearing as a Heroes and Heralds mode card in *Ultimate Marvel vs. Capcom 3*. It even crossed over to Konami's *Metal Gear Solid: Peace Walker*, where it appeared as a boss in an optional side quest.

Rathalos are agile flyers, capable of blasting Hunters with fireballs from the sky, so Hunters must wait for their prey to land and attempt to wound it to a point where it can no longer fly away. A Rathalos' most vulnerable spot is its head, but the safer strategy is to initially target its tail, which will keep its attacker safe from both its fireballs and its highly poisonous claw attacks.

DATA

Also Known As:
Rioreus, King of the Skies

First Appearance:
Monster Hunter (PS2) 2004

Most Recent Appearance: *Monster Hunter 3 Ultimate* (3DS, Wii U) 2013

Weapon of Choice:
Poisoned Claws, Fireballs

REBECCA CHAMBERS

RESIDENT EVIL

Rebecca Chambers was a rookie officer in her late teens when she was assigned to serve as RS (Rear Security) for Raccoon City's S.T.A.R.S. Bravo Team. She made her debut in the original *Resident Evil*, where Chris Redfield discovered that she was the lone survivor of a previous mission and helped her escape. But her star turn came years later in *Resident Evil Zero*, a game set 24 hours before *Resident Evil*, showing how Rebecca Chambers' Bravo Team made it to the mansion in the first place. In that game, she was a fully playable character, along with Billy Coen, an escaped convict whose police escort was attacked by zombies. The events of this game were further explored in a light-gun shooter retelling of the series, *Resident Evil: The Umbrella Chronicles*.

Strangely, all three of Rebecca's canonical game experiences took place in the course of two game days. After that, she disappeared from the series' storyline without a trace. Although she did appear as a playable character in the *Resident Evil 5: Gold Edition*'s Mercenaries Reunion Mode and *Resident Evil: The Mercenaries 3D* for the Nintendo 3DS.

DATA

First Appearance:
Resident Evil (GameCube, Nintendo DS, PC, PlayStation, Sega Saturn) 1996

Most Recent Appearance:
Resident Evil: The Mercenaries 3D (3DS) 2011

Occupation:
Member of S.T.A.R.S. Bravo Team

Home: USA

Height: 161 cm

Weight: 42.1 kg

REGINA

Dino Crisis heroine Regina was a 23-year-old intelligence officer for a government agency known as SORT (Secret Operation Raid Team). She and her team of highly skilled agents were sent to repatriate a rogue government scientist who had been pursuing time-rift experiments that allowed dinosaurs to cross into modern times. After Regina emerged as one of the mission's few survivors, she was again tapped to battle the beasts when a similar incident occurred a year later.

As the most recognizable character from a successful series, it's surprising that Regina hasn't had much of a career outside of *Dino Crisis*. But her spandex-and-leather uniform did appear as an unlockable costume in *Resident Evil 3*.

DATA

First Appearance: *Dino Crisis* (Dreamcast, PC, PlayStation) 1999

Most Recent Appearance: *Dino Crisis 2* (PC, PlayStation) 2000

Occupation: Intelligence Officer

Weapon of Choice: Pistol

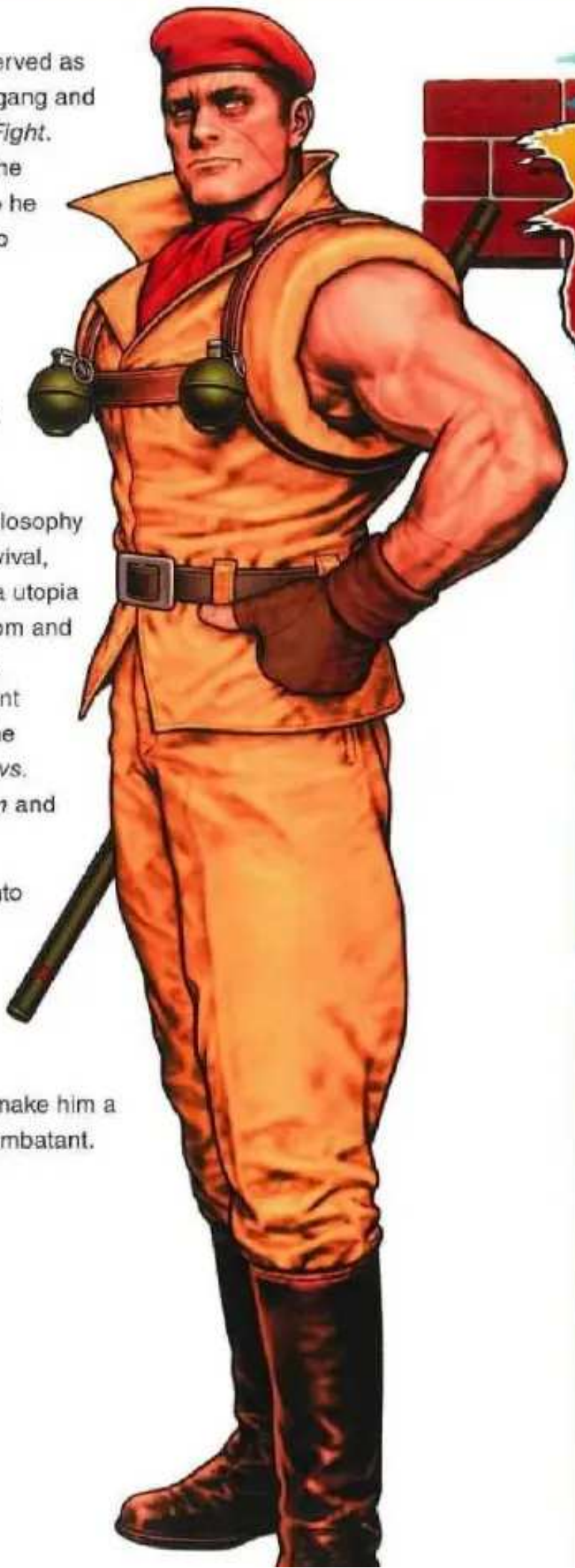
Height: 5'9"

Weight: Unknown

ROLENTO SCHUGERG

A former red beret, Rolento served as the armorer of the Mad Gear gang and the fourth-level boss of *Final Fight*. His entire level was cut from the SNES version of the game, so he was added into *Final Fight 2* to make up for the omission. Rolento made the jump to the *Street Fighter* series in *Street Fighter Alpha 2*, becoming the third *Final Fight* character to join the line-up. In the storyline to the series, he battles Sodom over the philosophy behind Sodom's Mad Gear revival, which Rolento envisioned as a utopia of militant law and order. Sodom and Rolento eventually reconciled, but unlike Sodom, Rolento went on to have a bright future in the series, appearing in *Capcom vs. SNK 2: Mark of the Millennium* and *Street Fighter X Tekken*.

As he did in *Final Fight*, Rolento wields a metal staff and throws grenades liberally (his *Street Fighter* arsenal also includes knives and tripwires). His quick strikes and variety of mid-air moves make him a versatile and unpredictable combatant.



DATA

Also Known As: Rolent, Laurent

First Appearance: *Final Fight* (Arcade, PC, Sega CD, Super NES) 1989

Most Recent Appearance: *Street Fighter X Tekken* (PS3, PS Vita, Xbox 360) 2012

Occupation: Arms Manufacturer

Weapon of Choice: Rod, Grenades

Home: USA

Height: 5'10"

Weight: 178 lb

ROLL

MEGA MAN

Roll is Mega Man's sister, a kind-hearted robot created by Dr. Light to perform chores around the house. (Her name makes more sense when paired with Mega Man's original Japanese name, Rock.) Debuting in the ending to the original game, she was the first—and for many years only—female character in the series. Her part in the classic *Mega Man* games has rarely amounted to more than appearances offering emotional support or congratulations in event scenes and endings, but she's had plenty of chances to shine in spin-offs and crossover projects.

Roll appeared as a playable racer in *Mega Man: Battle & Chase*, and as a fighter in the *Marvel vs. Capcom* series and *Tatsunoko vs. Capcom*. *Mega Man Powered Up*, a *Mega Man 1* remake for the PSP, added Roll as a downloadable playable character with a dozen different costumes. Versions of Roll also appear, with more prominent roles, in the *Mega Man Legends* and *Mega Man Battle Network* series.

DATA

Also Known As: DLN-002

First Appearance: *Mega Man* (NES) 1987

Most Recent Appearance: Cameo in *Street Fighter X Tekken* (PS3, PS Vita, Xbox 360) 2012

Occupation: Housekeeper

Weapon of Choice: Roll Buster, Broom

ROLL CASKETT

Roll Caskett is the version of Roll that appears in the *Mega Man Legends* series, as the adopted sister of Mega Man Volnutt. Unlike the Roll of the classic *Mega Man* series, Roll Caskett is human and the scion of a family of famous "Diggers" who scour the ruins of their drowned world in search of resources and treasure. For Roll, the job has become personal, since her parents disappeared on one such treasure hunt, and her dream is to find them by discovering the treasure they had been seeking. Still, Roll typically lets Mega Man Volnutt do the dirty work, while she focuses on piloting the family airship, guiding him via radio, and transforming scavenged parts into new weapons and items.

Roll is a playable character in *Namco X Capcom*, and she's made cameos in games like *The Misadventures of Tron Bonne* and *Super Gem Fighter: Mini Mix*. Her outfit, including a blonde wig, appears as a hidden costume in *Dead Rising: Chop Till You Drop*.

DATA

First Appearance: *Mega Man Legends* (Nintendo 64, PC, PlayStation) 1998

Most Recent Appearance: *Mega Man Legends 2* (PC, PlayStation) 2000

Occupation: Digger

Weapon of Choice: Mechanical Ingenuity

Home: Kattelox Island

ROSE

Rose is the yin to M. Bison's yang, a mysterious fortune-teller who wields a force known as Soul Power that can counter M. Bison's evil Psycho Power. Their exact connection is unclear. She has referred to him as her former master, and M. Bisón declared that the two share a soul, a trait that allowed him to possess her for some period of time between *Street Fighter Alpha 3* and *Street Fighter II*. Whatever their history, defeating M. Bison to stave off some impending doomsday has been Rose's driving obsession in every game in which she appears (except perhaps for her cameo in *We Love Golf!*—guess everyone needs a day off sometimes).

In battle, Rose uses her Soul Power to transform her scarf into a potent weapon, using it to whip and entangle her foes. With her unique look, backstory, and fighting style, Rose made a big impression in her *Street Fighter Alpha* debut and has been a series regular ever since.

DATA

First Appearance: *Street Fighter Alpha* (Arcade, PlayStation, Sega Saturn) 1995

Most Recent Appearance: *Super Street Fighter IV: Arcade Edition* (Arcade, PS3, Xbox 360) 2011

Weapon of Choice: Psychically-Augmented Scarf

Home: Italy

Height: 5'10"

Weight: 119 lb

ROUGE

The beautiful Rouge is a combatant in *Power Stone*, a chaotic fighting game in which four players go at each other with everything from chairs to flamethrowers as they strive to collect the gems that allow them to undergo a deadly "power change." Spry Rouge has an impressive repertoire of kicks and flame attacks, and her djinn-like power-change form can cruise around the battlefield spraying fire from a magic carpet. In her ending, she claims the true Power Stone and travels the world, sharing its wish-granting powers with all.

Rouge almost became the first *Power Stone* character to earn a spot in one of Capcom's crossover fighters, but she was cut from the *Tatsunoko vs. Capcom* roster at an early stage of development. At least she still has a nice cameo in *Capcom vs. SNK 2: Mark of the Millennium 2001*—she's out clubbing with *Street Fighter*'s Rose (a fellow fortuneteller) in the nighttime version of the London stage.

DATA

First Appearance:
Power Stone (Arcade, Dreamcast) 1999

Most Recent Appearance:
Power Stone 2 (Arcade, Dreamcast) 2000

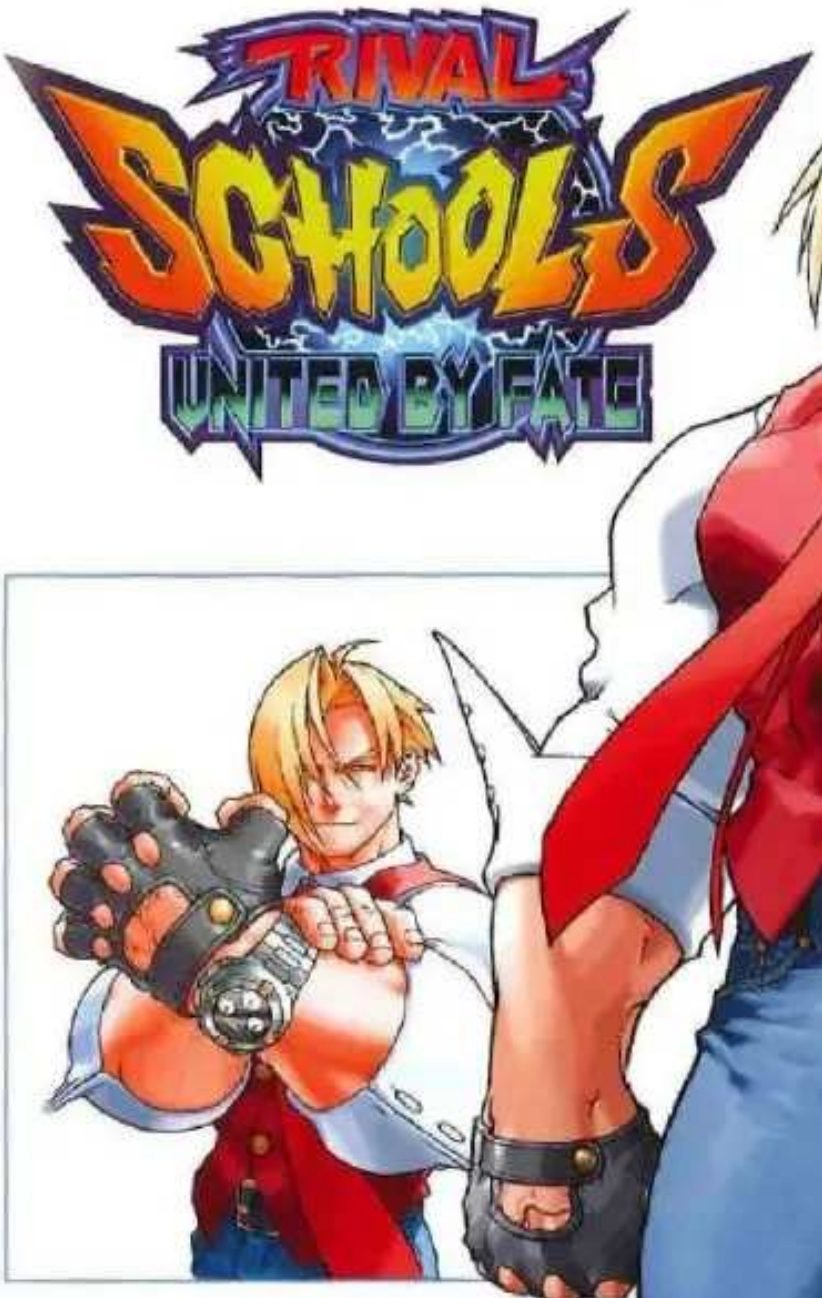
Currently Playable On:
Power Stone Collection (PSP) 2006

Occupation: Fortuneteller

Power Change Form: Scorching Beauty

Home: Mahdad

ROY



In *Rival Schools: United by Fate*, Roy Bromwell is a wealthy exchange student and, like all American boys, the star of a high school football team. It isn't clear how he ended up in Japan, as he clearly despises the nation and its people. But he grins and bears it while attending the international school Pacific High. There his best friend is fellow ex-pat Tiffany Lords, a blonde cheerleader. Together they were asked to investigate reports of attacks on students at Taiyo High.

During their investigation, the two were brainwashed and turned against protagonist Batsu Ichimonji. But Batsu and his friends beat some sense into them, for which Roy was eternally grateful. Roy abandoned his hatred of Japan and, 20 years later, became the president of the United States (with Tiffany on his arm), and put "years of economic friction" between the two countries to rest (but not before returning to Japan to help out Batsu one more time in *Project Justice*).

DATA

First Appearance: *Rival Schools: United by Fate* (Arcade, PlayStation) 1997

Most Recent Appearance: *Project Justice* (Arcade, Dreamcast) 2000

Occupation: Student, Future President of the USA

School Affiliation: Pacific High School

Height: 5'11"

Weight: 187 lb

RYOMA

Ryoma is a samurai from the *Power Stone* series, a cult brawler where up to four players battle each other with fists and feet, randomly generated weapons, and objects like furniture. Whenever a player collects three of the hotly contested Power Stones, he or she shifts to a more powerful form. In Ryoma's case, he becomes a silver samurai who can hit foes anywhere on the battlefield with his katana's shockwaves. He's a powerful character that must be played carefully, since he's highly vulnerable after missed attacks.

In his story, Ryoma is traveling the world in search of stronger opponents and greater adventures. When he claims the Power Stone, a legendary gem that has the power to grant any wish, he smashes it without a second thought—Ryoma prefers to make his wishes come true the hard way. Ryoma's name and accent suggest he was inspired by real-life masterless samurai Ryoma Sakamoto, who fought to overthrow Japan's shogun and feudal system.

DATA

First Appearance:
Power Stone (Arcade, Dreamcast) 1999

Most Recent Appearance:
Power Stone 2 (Arcade, Dreamcast) 2000

Currently Playable On:
Power Stone Collection (PSP) 2006

Occupation: Masterless Samurai

Power Change Form: Master Swordsman

RYU

AVENGERS

1987's *Avenger* (also known as *Avengers*) was Capcom's first foray into the beat'em up category—a genre that would come to dominate their arcade output after the successful 1989 release of *Final Fight*. *Avengers* had many of the elements that would define the genre—an assortment of punch and kick moves, life bars, two-player co-op, and weapons like nunchaku and throwing stars. But the game had an overhead perspective and most enemies died from a single hit, making it feel more like *Gun.Smoke* than *Final Fight*.

The game's heroes were a pair of vagabonds named Ryu and Ko, who returned to their hometown of Paradise City to find it overrun by the villainous Geshita. In grand 80s game-villain fashion, Geshita kidnapped six beautiful women and hid one in each level for Ryu and Ko to rescue. But outside of each girl's "thank you" when found and the hearty "congragrations" you receive in the barebones ending, *Avengers* didn't have much more of a story to tell.

DATA

Only Appearance:
Avengers (Arcade) 1987

Currently Playable On:
Capcom Arcade Cabinet (PS3, Xbox 360)

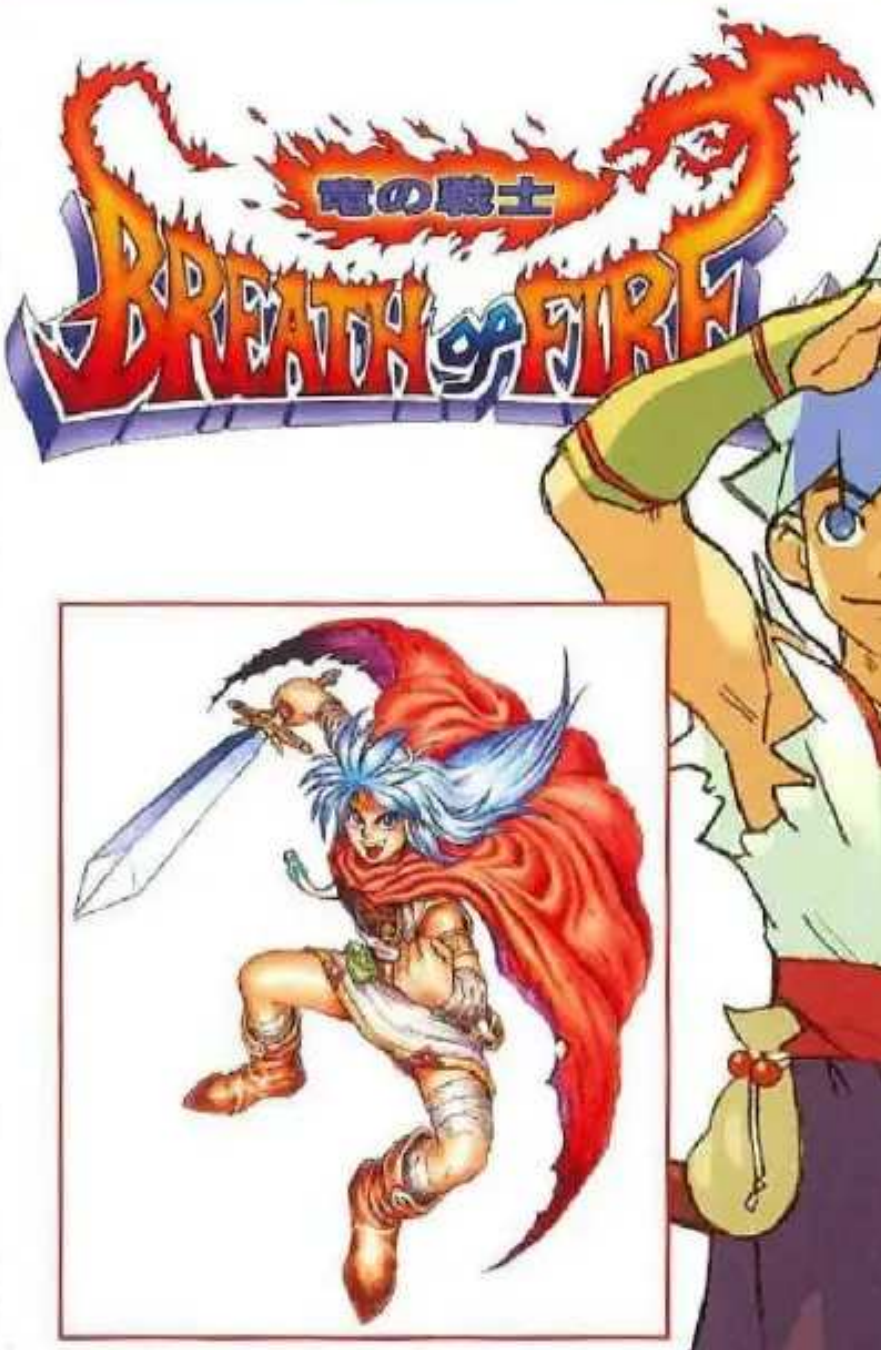
Weapon of Choice: Fists of Justice

Archenemy: Geshita

Home: Paradise City, USA

Home: Paradise City, USA

RYU



Ryu is the hero of the *Breath of Fire* franchise, headlining every game in the series. But each Ryu is different, leaving fans to debate whether they're reincarnations of each other or ancestors in different timelines. Whatever his nature, Ryu is typically the last surviving member of a clan of dragons, a birthright that grants him the ability to transform into a draconic form. His quests largely involve freeing the world from the grips of corrupt religions, and he always does it with a winged girl named Nina by his side.

Running for nearly a decade, *Breath of Fire* was Capcom's first and most famous RPG series. After four conventional high-fantasy entries, each beloved for a large and memorable cast of colorful party characters, the series' final chapter—Dragon Quarter—took an interesting turn with an unconventional time-loop structure and a post-apocalyptic sci-fi setting. But Ryu was still there, complete with his iconic blue hair, his longsword, his dragon form, and his ever-faithful Nina.

DATA

First Appearance:
Breath of Fire (Super NES) 1994

Most Recent Appearance:
Breath of Fire: Dragon Quarter (PS2) 2003

Weapon of Choice:
Longsword, Fishing Pole

Archenemy: False Gods

Home: Dragea

RYU

DATA

First Appearance:
Street Fighter (Arcade, PS2, Xbox) 1987

Most Recent Appearance:
Project X Zone (3DS) 2013

Home: Japan

Height: 5'9"

Easily one of the most famous figures in video game history, Ryu is the quintessential fighting game character. His silhouette is instantly recognizable and his moves are iconic. He's appeared in every *Street Fighter* game and every Capcom crossover fighter, typically alongside his childhood friend Ken Masters, who serves as the fiery yang to Ryu's cool yin.

Ryu was an orphan adopted by the venerable martial arts master Gouken, who taught Ryu and Ken their unique fighting style. When Gouken felt Ryu was ready to put his skills to the test, he sent him to participate in the World Warriors tournament, aka *Street Fighter.* Ryu was going through an awkward phase at the time, battling with red hair and what appeared to be ballet shoes, but his basic moves were all there, and he managed to claim the trophy. Ryu's quest took a serious turn in *Street Fighter Alpha*, when he swore vengeance on Akuma for apparently killing Gouken, but Ryu never lost sight of his basic humanity and his drive to better himself.

Weight: 150 lb

SAGAT

Sagat is a tournament kickboxer whose memorable debut as the last boss of *Street Fighter* earned him a long-running role in the series. As Thailand's Muay Thai champion, he fought ferociously to defend his title, at one point accidentally killing Dan Hibiki's father in the ring (that was the battle that cost Sagat his eye). His loss to Ryu in the original World Warrior tournament left him with the massive scar across his chest and a lust for revenge that drove him to join M. Bison's evil Shadaloo organization. However, Sagat eventually repented, quitting Shadaloo, allowing Dan Hibiki to exact his vengeance, and making peace with Ryu. While Sagat still relishes each opportunity to fight his long-standing nemesis, he now considers Ryu to be an old friend.

As the tallest of the series' early combatants, Sagat is noteworthy for his incredible reach, but also for his awkward size that sometimes allows foes to slip under his attacks. He has been a top-tier character in most of the games that he has appeared in.

DATA

First Appearance:
Street Fighter (Arcade, PS2, Xbox) 1987

Most Recent Appearance: *Street Fighter X Tekken* (PS3, PS Vita, Xbox 360) 2012

Occupation: Tournament Fighter

Home: Thailand

Height: 7'4"

Weight: 172 lb

SAKI OMOKANE

Saki Omokane is best known as the gun-toting blonde in *Marvel vs. Capcom: Cross Generation of Heroes* and *Tatsunoko vs. Capcom: Ultimate All-Stars*, but her origins are far more obscure. She was originally from a Japan-only dating/quiz arcade game titled *Quiz Nanairo Dreams*, in which the player had to prevent a demon apocalypse by winning the love of seven girls (doing so typically involved answering a rapid-fire string of quiz questions).

The girls were mostly typical dating-game archetypes, but then there was Saki, a member of the town's monster-fighting Earth Defense Force. She wore a red jumpsuit and carried a rifle while all the other girls were in their school uniforms or summer dresses. The game had just been released during *Marvel vs. Capcom* development, so having Saki make a quick cameo as an assist character seemed reasonable enough. But making her a full-on playable character for *Tatsunoko vs. Capcom* over a decade later? That was a surprise! Still, Saki comported herself well, with a powerful assortment of ranged attacks and a devastating Level 3 Super.

DATA

First Appearance:
Quiz Nanairo Dreams (Arcade, PlayStation, Saturn—Japan-only) 1996

Most Recent Appearance:
Tatsunoko vs. Capcom: Ultimate All-Stars (Arcade, Wii) 2011

Occupation: High-School Student, Earth Defense Force Member

Weapon of Choice:
EDF-Issue Assault Rifle

Height: 5'4"

Weight: Unknown

SAKURA

DATA

First Appearance: *Street Fighter Alpha 2* (Arcade, PlayStation, Sega Saturn) 1996

Most Recent Appearance: *Street Fighter X Tekken* (PS3, PS Vita, Xbox 360) 2012

Fighting Style: Self-Taught by Studying Ryu

Home: Japan

Height: 5'2"

Since her debut in *Street Fighter Alpha 2*, Sakura has become one of the franchise's most popular and ubiquitous characters. She's appeared in nearly all of the franchise's offshoots: *Street Fighter EX*, *Rival Schools*, *Marvel vs. Capcom*, *Capcom Fighting Evolution*, *Capcom vs. SNK*, *Street Fighter X Tekken*, and *Puzzle Fighter*, to name a few.

Sakura began as a high-school-aged Ryu groupie. She was inspired by watching him compete in the first World Warrior tournament and channeled her seemingly boundless enthusiasm into emulating Ryu's art and technique. Sakura's personality has always come through beautifully in her fighting style, which uses unrefined versions of Ryu's moves, but with enough passion to compensate for her inexperience. Her fighting style has gotten smoother over the years, as has her formerly one-sided relationship with her idol—Sakura's ending in *Super Street Fighter IV: Arcade Edition* showed Ryu seeking her out, a sign that he may have finally agreed to mentor her after all these years.

Weight: 119 lb

SERVBOTS

MEGA MAN LEGENDS

Servbots are a series of 40 indestructible robots created by Tron Bonne in the *Mega Man Legends* series. Each has a unique personality trait and functional specialty, from cooking to painting to bazooka mastery. Since Tron is among the villains of the series, the Servbots often serve as antagonists—they're programmed to want nothing more than to make Tron happy. But even when engaged in evil deeds, the Servbots have an irresistible charm that has made them the *Mega Man Legends* series' most recognizable legacy.

Servbots have made dozens of appearances outside of the *Mega Man* universe. A Servbot was a playable character in *Marvel vs. Capcom 2: New Age of Heroes*, where its diminutive size made it the game's weakest combatant but a difficult target to hit. Servbots accompanied Tron Bonne in *Ultimate Marvel vs. Capcom 3*, *Namco X Capcom* and *Project X Zone*, and they made cameos in *Street Fighter X Tekken* and *Auto Modellista*. Servbot-head helmets appeared in both *Dead Rising* games, and also in one of Frank West's moves in *Tatsunoko vs. Capcom: Ultimate All-Stars*.

DATA

Also Known As: Kobun

First Appearance: *Mega Man Legends* (Nintendo 64, PC, PlayStation) 1998

Most Recent Appearance: *Project X Zone* (3DS) 2013

Occupation: Servant

Weapon of Choice: Numerical Superiority

SETH

In *Street Fighter IV*, a branch of Shadaloo known as S.I.N. (Shadaloo Intimidation Network) hosts a new World Warriors tournament in order to gather information about the combatants' fighting styles for use in the development of a new weapon. The mastermind of this plan is Seth, one of many genetically engineered bodies created for use by M. Bison. Unlike the other bodies, Seth is capable of thinking for himself, and he openly defies M. Bison, ultimately intending to use his weapons technologies to rule the Earth himself.

DATA

Also Known As: The Puppet Master, #15

First Appearance: *Street Fighter IV* (Arcade, iOS, PC, PS3, Xbox 360) 2008

Most Recent Appearance: *Super Street Fighter IV: Arcade Edition* (PS3, Xbox 360) 2011

Occupation: S.I.N. Director

Height: 6'6"

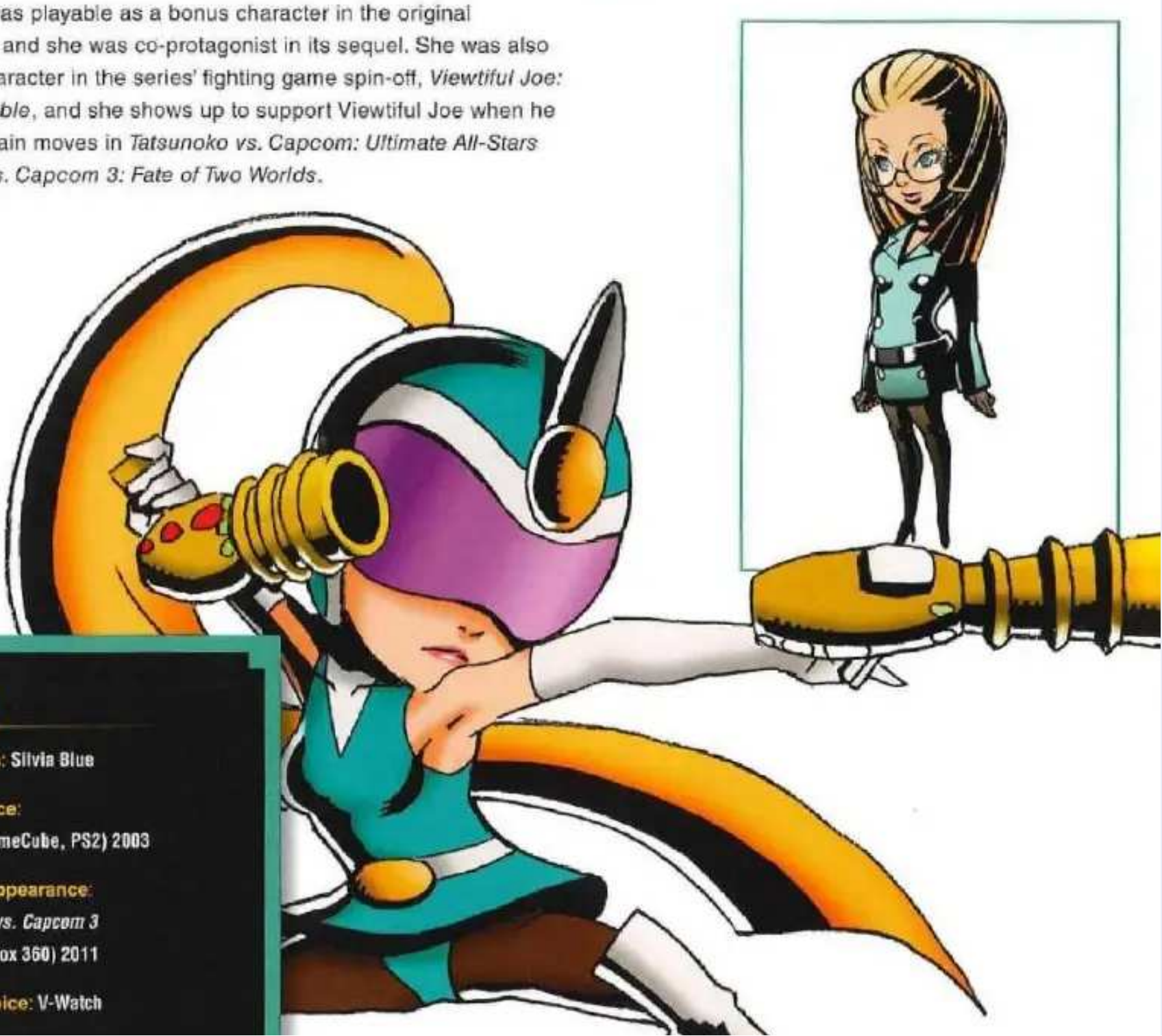
His lengthy analysis of the other fighters seems to have affected Seth's own combat abilities, as he has assimilated the signature moves of many of the game's other combatants, including Ryu's Shoryuken, Guile's Sonic Boom, and Dhalsim's ability to teleport and stretch his limbs. With his powerful and versatile moveset, the

computer-controlled version of Seth is considered to be one of the most challenging final bosses in fighting-game history.

SEXY SILVIA

In *Viewtiful Joe*, Joe's girlfriend Silvia was kidnapped by her own father, movie hero Captain Blue, who had become corrupted by a lifetime spent in Movieland. After Joe saved the day with the help of a V-Watch that gave him film-manipulating powers, Silvia asked for a V-Watch of her own. She got it, and her superhero alter-ego Sexy Silvia was born. Silvia's V-Watch gives her the "Replay" power, which allows her to repeat an action three times, such as tripling the damage dealt by a single attack. In exchange for this, she's unable to use Viewtiful Joe's Mach Speed powers.

Sexy Sylvia was playable as a bonus character in the original *Viewtiful Joe*, and she was co-protagonist in its sequel. She was also a playable character in the series' fighting game spin-off, *Viewtiful Joe: Red Hot Rumble*, and she shows up to support Viewtiful Joe when he performs certain moves in *Tatsunoko vs. Capcom: Ultimate All-Stars* and *Marvel vs. Capcom 3: Fate of Two Worlds*.



DATA

Also Known As: Silvia Blue

First Appearance:
Viewtiful Joe (GameCube, PS2) 2003

Most Recent Appearance:
Ultimate Marvel vs. Capcom 3
(PS3, PS Vita, Xbox 360) 2011

Weapon of Choice: V-Watch

Archenemy: Jadow

SHERRY BIRKIN

RESIDENT EVIL

In *Resident Evil 2*, Leon S. Kennedy and Claire Redfield found a 12-year-old Sherry Birkin wandering the streets of zombie-infested Raccoon City. It turns out her father had created the G-Virus, making her an important hostage for the various factions attempting to claim it. In the end, Sherry became infected with the G-Virus, but Claire was able to make an anti-virus in Umbrella's underground laboratory to cure her.

After the incident, the government continued to monitor Sherry. The virus stayed in her bloodstream, giving her the ability to rapidly regenerate from wounds, but also making her a potential tool for those seeking to unleash the virus upon the world. When she reached adulthood, the government offered Sherry the opportunity to become an agent for the Division of Security Operations, which she gladly accepted. In *Resident Evil 6*, she was tasked with finding Jake Muller, whose blood also contained compounds of interest to virus researchers. Despite her ordeals, Sherry has grown into a maternal and capacious woman.

DATA

First Appearance:
Resident Evil 2 (Dreamcast, GameCube, Nintendo 64, PC, PlayStation) 1998

Most Recent Appearance:
Resident Evil 6 (PC, PS3, Xbox 360) 2012

Occupation: DSO Agent

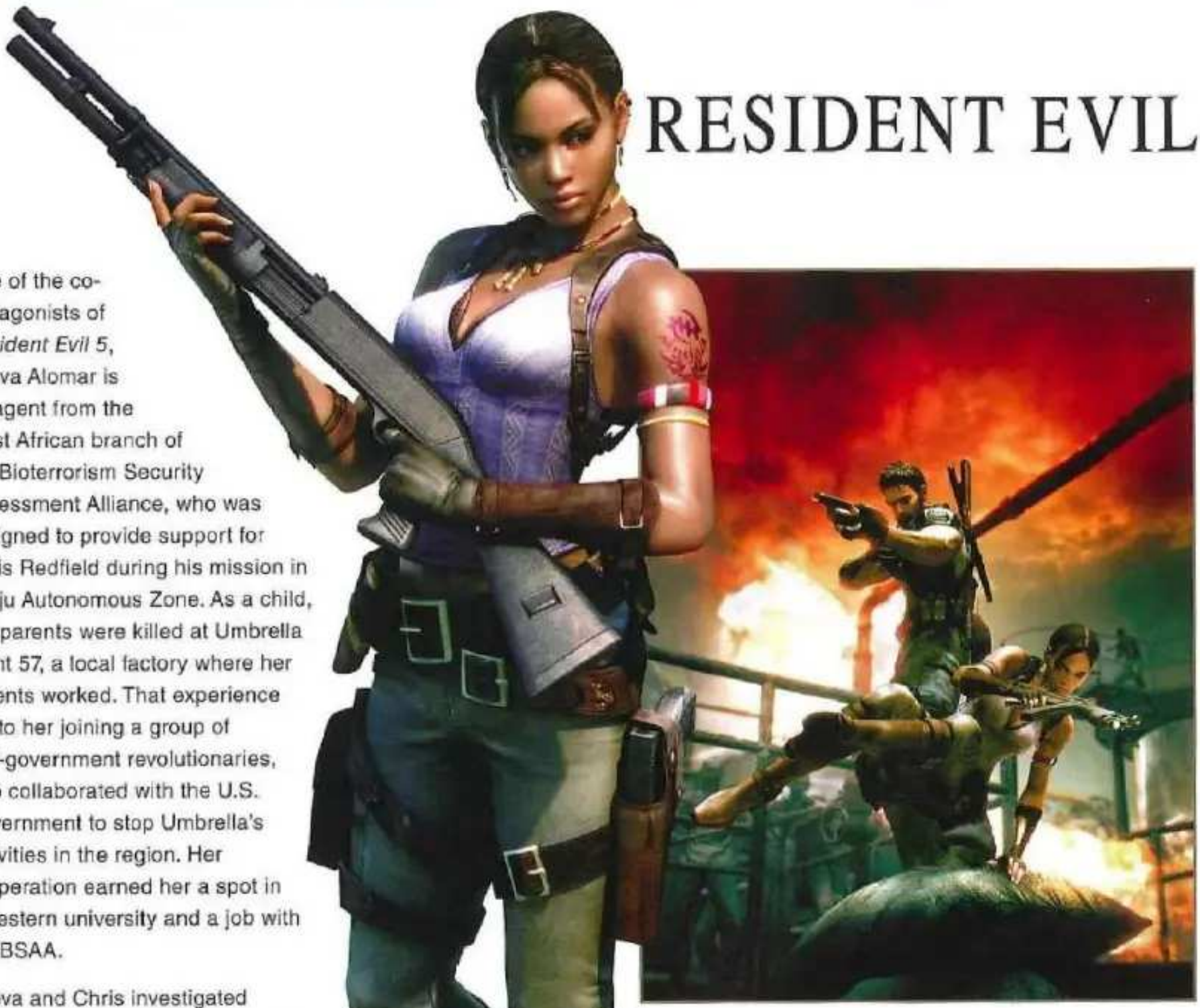
Home: USA

Height: 165 cm

Weight: 47 kg

SHEVA ALOMAR

RESIDENT EVIL



One of the co-protagonists of *Resident Evil 5*, Sheva Alomar is an agent from the West African branch of the Bioterrorism Security Assessment Alliance, who was assigned to provide support for Chris Redfield during his mission in Kijuju Autonomous Zone. As a child, her parents were killed at Umbrella Plant 57, a local factory where her parents worked. That experience led to her joining a group of anti-government revolutionaries, who collaborated with the U.S. Government to stop Umbrella's activities in the region. Her cooperation earned her a spot in a western university and a job with the BSAA.

Sheva and Chris investigated reports that the African branch of the TriCell Corporation was involved in the creation and export of Bio Organic Weapons, and the tangled plot ultimately led them to series villain Albert Wesker and his brainwashed captive, the presumed dead Jill Valentine. Sheva performed with distinction and returned home alive, but she's yet to make a second appearance in the Capcom universe.

DATA

Only Appearance:
Resident Evil 5 (PC, PS3, Xbox 360) 2009

Occupation: BSAA Member

Home: Africa

Height: 165 cm

SHOMA SAWAMURA

While the rambunctious Shoma was suspended from school, key members of his baseball team, as well as other Gorin High School sports teams, were assaulted by unidentified assailants. Hating himself for not having been there to protect them, baseball star Shoma led representatives of the soccer and volleyball team on a quest for revenge. Shoma didn't have any evidence pointing to the responsible party, but he had a chip on one shoulder and a baseball bat over the other—Shoma was prepared to start cracking heads regardless. Having something of a complex about his diminutive height, Shoma stands out as a true hothead even in a series full of volatile characters, and he's startlingly eager to start swinging that bat.

A team player to the end, nearly all of Shoma's moves involve baseball to some extent, whether it's baseball-bat beatings or projectile-attack fastballs. His bat swings are slow and predictable but powerful, and they can reflect enemy projectiles back to their sender.

DATA

First Appearance: *Rival Schools: United by Fate* (Arcade, PlayStation) 1997

Most Recent Appearance: *Project Justice* (Arcade, Dreamcast) 2000

Occupation: Student (Baseball Team)

School Affiliation: Gorin High School

Height: 5'4"

Weight: 126 lb

SIEG WAHRHEIT

Chaos Legion's Sieg Wahrheit may just be the smuggest, most brooding character in Capcom history. When a friend erroneously accuses him of killing his lover, Sieg doesn't even deny it. He shrugs and lets the guy pursue a mad revenge plot that involves obliterating the world, and then begrudgingly battles through hell to stop him. Also, Sieg controls demons, wears a tattered trench coat, and is named after a 16th-century German painting. Pretty hardcore stuff.

Chaos Legion strongly resembles *Devil May Cry* in gameplay and visual style, but Sieg's ability to summon demons and draw on their special powers makes for a strategic style of gameplay that isn't often seen in the character-action genre. You'd think his splashy move list would have earned him a spot in one of Capcom's crossover fighters, but *Chaos Legion* remains Sieg's only appearance. Perhaps Capcom offered, but Sieg just smirked and walked stoically towards the setting sun, tattered trench coat billowing behind him.

DATA

Name Means: "The Triumph of Justice"

Only Appearance:
Chaos Legion (PC, PS2) 2003

Occupation: Knight of the Dark Glyphs

Weapon of Choice:
Sword, the Legions of Chaos

Archenemy: Victor Delacroix

Home: The Middle World

SIGMA

DATA

First Appearance:
Mega Man X (SNES) 1993

Most Recent Appearance:
Mega Man X8 (PC, PS2) 2004

Occupation: Maverick Hunter turned Maverick Leader

Weapon of Choice: Blades

Sigma was the first and mightiest of a new generation of robots known as "reploids," and he bravely and capably led the fight against Mavericks—reploids that had, for whatever reason, turned against humanity. But on the day he battled a freshly awakened and out-of-control Zero, Sigma caught the Maverick Virus that Dr. Wily had programmed into his final creation. Zero overcame the virus, but Sigma could not. The virus permanently reversed the programming in his brain, and Sigma immediately began using his leadership talents to direct other Mavericks in a war against humanity.

Sigma serves as the primary villain of nearly every game in the *Mega Man X* series. Although he always seems to prefer a tall, physically intimidating humanoid presence, Sigma's virus-infected personality can be copied from one reploid to another, allowing him to return in new forms no matter how often he's destroyed.

Archenemy: X

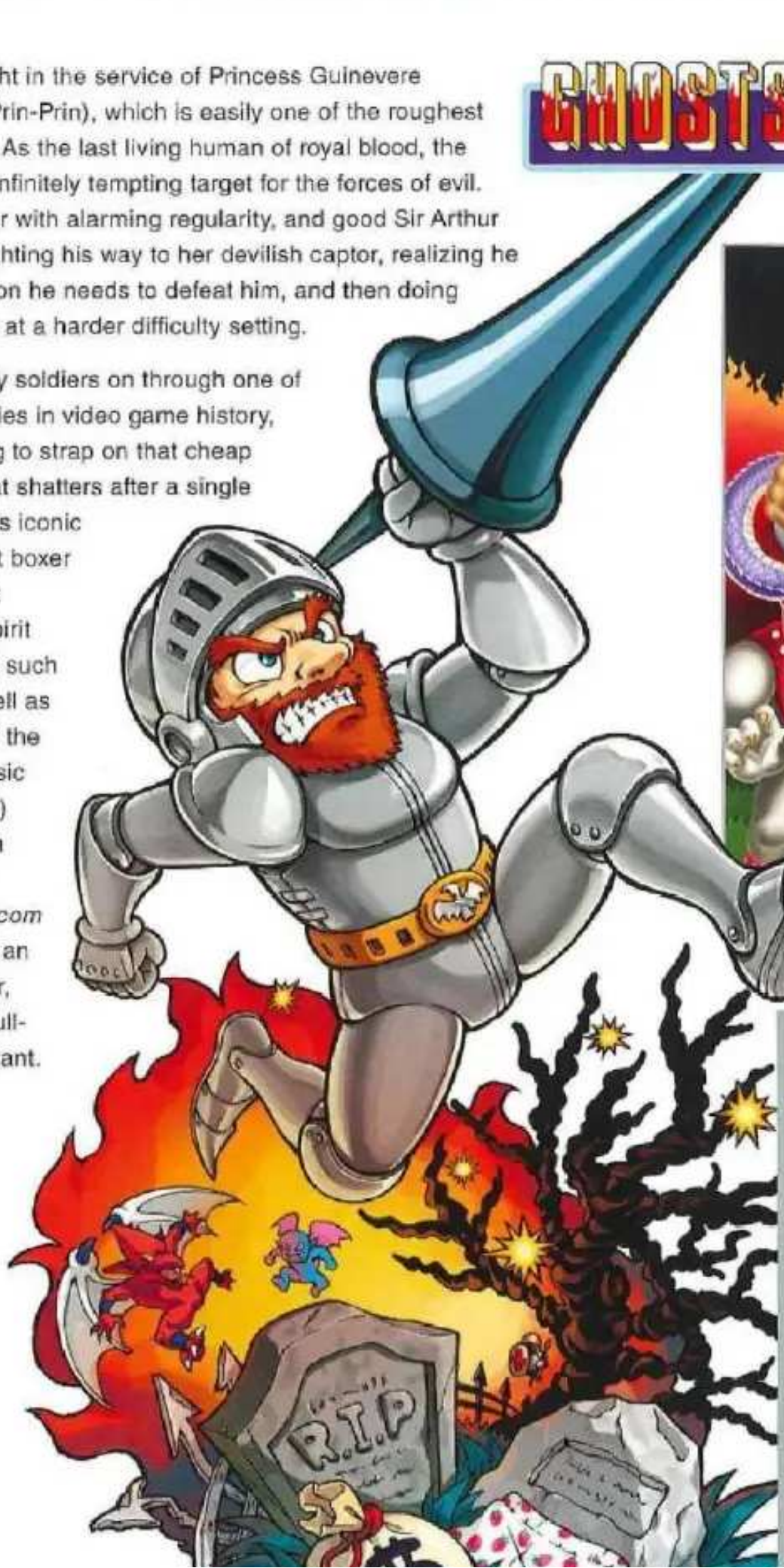
As a villain, he seeks nothing less than the eradication of the human race, making Dr. Wily's world-domination schemes seem almost quaint in comparison.

SIR ARTHUR

GHOSTS'N GOBLINS

Arthur is a knight in the service of Princess Guinevere (aka Princess Prin-Prin), which is easily one of the roughest gigs in gaming. As the last living human of royal blood, the Princess is an infinitely tempting target for the forces of evil. They kidnap her with alarming regularity, and good Sir Arthur is constantly fighting his way to her devilish captor, realizing he lacks the weapon he needs to defeat him, and then doing it all over again at a harder difficulty setting.

But Arthur nobly soldiers on through one of the hardest series in video game history, never hesitating to strap on that cheap silver armor that shatters after a single hit (revealing his iconic strawberry-print boxer shorts). It's that indefatigable spirit that makes him such a legend (as well as having some of the best theme music ever composed) and earned him a home in the *Marvel vs. Capcom* series—first as an assist character, and now as a full-fledged combatant.



DATA

Also Known As: The Knight

First Appearance: *Ghosts'n Goblins* (Arcade, NES, PC) 1985

Currently Playable On: *Capcom Arcade Cabinet* (PSN, XBLA), *Ghosts'n Goblins* Wii Virtual Console (Genesis version)

Most Recent Appearance: *Ultimate Marvel vs. Capcom 3* (PS3, PS Vita, Xbox 360) 2011

Weapon of Choice: Lance

Archenemy: Astaroth (Satan)

SISSEL

GHOST TRICK
Phantom Detective

In the opening scene of *Ghost Trick*, Sissel is already dead, shot and killed by an unknown assailant or assailants. Fortunately, Sissel is one of the lucky few who gain access to ghostly powers for a brief window of time after their deaths. He intends to use these powers to figure out who did him in and to stop them from claiming more victims. Sissel's powers include the ability to manipulate inanimate objects, travel through phone lines, speak with ghosts and animals, and—most importantly—rewind time by four minutes when someone is killed so he can use his other powers to prevent their deaths. That's a power that gets a lot of use in *Ghost Trick*, since the criminal conspiracy that killed Sissel has a whole lot of assassins under contract.

Created by the man behind the *Ace Attorney* series, *Ghost Trick* was one of the most imaginative and visually distinctive titles on the original DS. It's also available on iOS platforms, where the

DATA

Also Known As:
Sissy, Spikey-Haired Man

Only Appearance:
Ghost Trick (iOS, Nintendo DS) 2010

Occupation: Ghost

Weapon of Choice: Heavy crates

conveniently dangling from cranes

on iOS platforms, where the first several chapters are offered for free.

SODOM

Sodom made a memorable appearance in the original *Final Fight* as a katana-wielding boss fought in an underground wrestling ring. Someone at Capcom must have really loved that part because they picked Sodom to join the cast of *Street Fighter Alpha* as one of the first crossover characters in fighting-game history. Sodom never appeared in any of the *Final Fight* sequels, but he did show up in spin-offs *Final Fight Revenge* and *Mighty Final Fight*.

In the *Street Fighter Alpha* series, the perpetually masked Sodom was reimagined as an American man cluelessly obsessed with Japanese culture, wearing mixed-up samurai attire, speaking clumsy Japanese, and miswriting a kanji character on his shirt. This is surely hilarious to Japanese players, but much of Sodom's comic relief has been lost in translation. His goal throughout the series has been to rebuild *Final Fight*'s villainous Mad Gear gang, and while he's never had much success with

DATA

Also Known As: Katana, Shogun

First Appearance: *Final Fight* (Arcade, PC, Sega CD, Super NES) 1989

Most Recent Appearance: *Street Fighter Alpha 3 Max* (PSP) 2006

Weapon of Choice: Katana, Jitte

Home: USA

Height: 6'9"

Final Fight's villainous Mad Gear gang, and while he's never had much success with that, Sodom has certainly paved the way for plenty of his Mad Gear cohorts to join the *Street Fighter* universe.

Weight: 237 lb

SOKI

Soki is the hero of *Onimusha: Dawn of Dreams* (the series' fourth installment) and the only *Onimusha* character to cross over into one of Capcom's fighting franchises. He appears in *Tatsunoko vs. Capcom: Ultimate All-Stars* as "Kaijin no Soki," meaning "Oni of the Ash," a nickname he earned for his habit of burning down cherry trees. (To be clear, these were *evil* cherry trees that totally had it coming.)

Like all *Onimusha* heroes, Soki is very loosely based on a real historical figure: an illegitimate son of Ieyasu Tokugawa, the 16th-century daimyo who unified Japan. As a child, he was fostered to Hideyoshi Toyotomi, a villain of the *Onimusha* series, whose political ambitions had been tainted by demons. But as the reincarnation of an oni, Soki is able to channel demonic power himself, and he uses it to thwart his adopted father's ambitions. His demon-hunting takes a surreal turn in *Tatsunoko vs. Capcom*, where he teams up with *Ghouls'n Ghosts* hero Sir Arthur to defeat the good knight's own demon nemesis.

DATA

Also Known As:
Yuki Hideyasu, the Blue Demon, Oni of the Ash

First Appearance:
Onimusha: Dawn of Dreams (PS2) 2006

Most Recent Appearance: *Tatsunoko vs. Capcom: Ultimate All-Stars* (Arcade, Wii) 2008

Weapon of Choice:
Lamentation (Broadsword)

Home: Mikawa Province, Japan

SONIA STRUMM

Sonia Strumm is one of Geo Stelar's companions in the *Mega Man Star Force* series, and his primary romantic interest. The two originally bonded over the deaths of their parents—Geo lost his father in a space-travel accident, while Sonia lost her mother to disease. But Sonia had mostly internalized her sorrow, energetically throwing herself into her career as a pop-music idol and pursuing a spirited friendship with Geo.

In *Mega Man Star Force*, aliens from the Planet FM travel to Earth to feed upon negative human emotions, preying upon the distressed. Sonia Strumm falls under the thrall of an alien named Harp, who teaches her to EM Wave Change into Harp Note and wreak havoc upon Echo Ridge. As Mega Man, Geo Stelar is able to defeat Harp and save Sonia, and both she and her alien tormenter ultimately decide to ally with Geo. Sonia Strumm is a busy child, protecting the Earth as Harp Note while also pursuing a booming career as a singer, actress, and child model.

DATA

Also Known As: Misora Hibiki

First Appearance: *Mega Man Star Force* (Nintendo DS) 2007

Most Recent Appearance: *Mega Man Star Force 3* (Nintendo DS) 2009

Occupation: Pop Singer

Home: Echo Ridge

SONSON

SonSon, from the 1984 arcade game of the same name, was a super-powered monkey based on a character from the 16th-century Chinese novel *Journey to the West*. In the novel, SonSon possesses powers of super strength (the staff he wields weighs nearly 10 tons), super speed, spellcasting, and shapeshifting. But in the game, SonSon pretty much just runs from left to right, shooting fireballs and moving between vertical platforms to gather fruit and avoid foes. A second player can play co-op as the humanoid pig TonTon, based on another character from the book.

SonSon references have appeared in games like *Super Gem Fighter: Mini Mix* and *Zack & Wiki: Quest for Barbaros' Treasure*. But SonSon's most prominent legacy was his granddaughter, SonSon III, who wielded her grandfather's staff in *Marvel vs. Capcom 2: New Age of Heroes*. Her weird mix of moves (some inspired by the game, others by the book) made her one of the game's quirkiest and most visually interesting characters.

DATA

Also Known As:
The Monkey King

First Appearance: *SonSon* (Arcade) 1984

Currently Playable On:
SonSon Wii Virtual Console, *Capcom Arcade Cabinet* (PSN, XBLA) 2013

Most Recent Appearance:
As SonSon III in *Marvel vs. Capcom 2: New Age of Heroes* (Arcade, Dreamcast, PS2, PSN, XBLA, Xbox) 2000

Weapon of Choice:
Ruyi Jingu Bang (Staff)

Home: Chang'an, China

SONYA HART

DINO CRISIS 3

The final chapter of the *Dino Crisis* series takes a hard turn towards sci-fi, moving over 500 years into the future, abandoning the series' typical jungle environments for a lost vessel in deep space, and replacing real dinosaurs with alien-like mutations created from dinosaur DNA. But there are a few nods to the series' roots, including the character of Sonya Hart, who looks a bit like Regina (heroine of *Dino Crisis 1* and 2) and has the exact same personality: competent, level-headed, and determined to finish her mission no matter what. Sonya primarily wields a Freeze Laser, which fires reflecting beams that bounce around the battlefield.

Sonya Hart is playable for only small sections of the game, usually when main hero Patrick Tyler needs a helping hand. But once the game is beaten, she takes center stage in the unlockable Sonya Express mode, in which she straps on an evening gown and a turbocharged jetpack for a speedrun-style dinosaur slaughterfest.

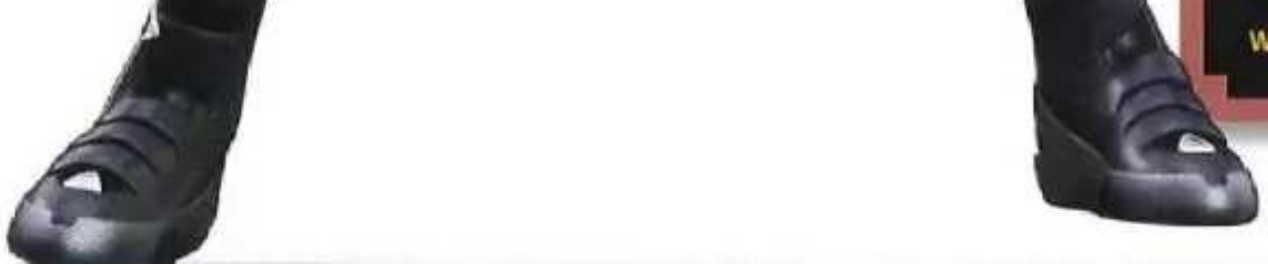
DATA

Only Appearance:
Dino Crisis 3 (Xbox) 2003

Archenemy: M.T.H.R. (Ozymandias' A.I.)

Weapon of Choice: Freeze Laser

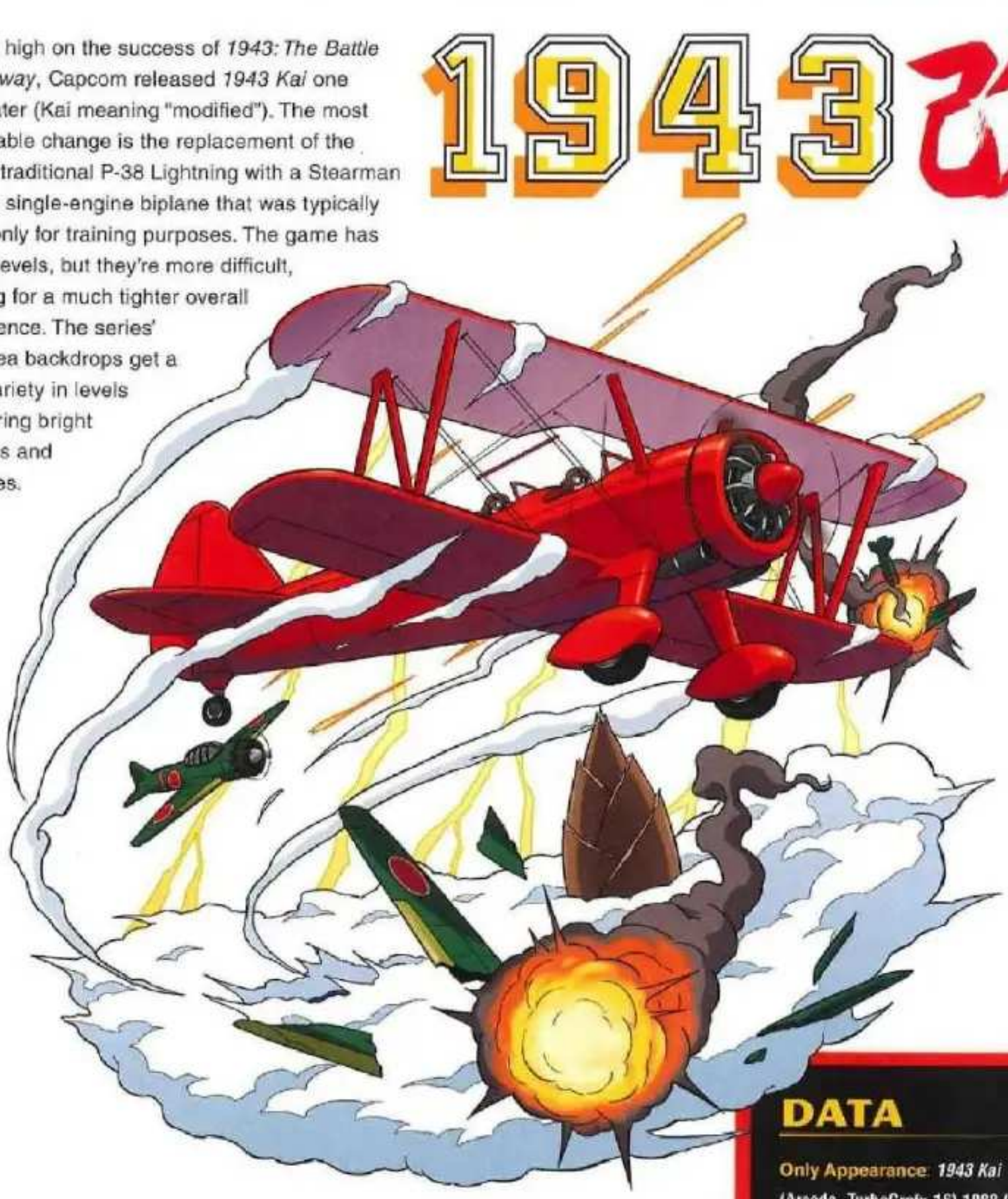
Height: 5'8"



Weight: 110 lb

STEARMAN E75

Riding high on the success of *1943: The Battle of Midway*, Capcom released *1943 Kai* one year later (Kai meaning "modified"). The most noticeable change is the replacement of the hero's traditional P-38 Lightning with a Stearman E75, a single-engine biplane that was typically used only for training purposes. The game has fewer levels, but they're more difficult, making for a much tighter overall experience. The series' blue-sea backdrops get a little variety in levels set during bright sunsets and sunrises.



1943 Kai also marks the end of the series' attempts at historical accuracy. New weapons like laser beams lay the groundwork for sequels—*1941* features wildly anachronistic enemy designs like German stealth bombers, and *19XX* drops World War II in favor of a fictional war in an alternate dimension. Despite the popularity of *1942: The Battle of Midway*, *1943 Kai* never saw a

DATA

Only Appearance: *1943 Kai* (Arcade, TurboGrafx-16) 1988 (Japan-only)

Currently Playable On: *Capcom Arcade Cabinet* (PSN, XBLA) 2013

Archenemy: Japanese Naval Fleet

Despite the popularity of *1943: The Battle of Midway*, *1943 Kai* never saw a western release until its appearance in the 2006 *Capcom Classics Collection*.

Home: USA

STRIDER HIRYU

Strider was conceived as a multimedia franchise, with a manga series and multiple video games. The original concept revolved around a futuristic special-ops soldier, but when the game's creator famously became trapped on Capcom's roof and had to climb down the side of the building to escape, he decided to make the hero an acrobatic ninja with strong climbing skills.

Strider hit arcades in 1989, and with its breathtaking graphics, voiced event scenes, and dramatically acrobatic gameplay (its creators originally promoted it as a "stunt action game"), the title was an instant hit. The NES version followed a few months later, but it had little in common with the coin-op—it was a story-heavy adventure game made by a different team and based on the manga. Neither game would get a sequel until *Strider 2*, an entire decade later, but the home port of the arcade version was a major system-seller for the Sega Genesis, and protagonist Hiryu found plenty of work in games

DATA

First Appearance: *Strider* (Arcade) 1989

Currently Playable On: *Capcom Classics Collection* (PS2, PSP, Xbox) 2006

Most Recent Appearance: *Ultimate Marvel vs. Capcom 3* (PS3, PS Vita, Xbox 360) 2011

Occupation: Strider

Weapon of Choice: Cypher (Plasma Sword)

like *Marvel vs. Capcom: Clash of Super Heroes* and *Namco X Capcom*.

©MOTO KIKAKU

Archenemy: The Grandmaster

SUPER ACE

1942

1942 wasn't Capcom's first shooting game, but it marked the company's first major arcade hit. A rare shooter that found its inspiration in real-world history instead of science-fiction, *1942* put players in the shoes of a pilot named "Super Ace" who was tasked with traveling from the USA to the heart of Japan during World War II. The journey took place over 32 levels, each beginning and ending on an aircraft carrier. The game followed many shooter conventions, but replaced the traditional screen-clearing bomb with a three-times-per-level evasive loop. As was the norm in 1984, the game had no story, so next to nothing is known about the daring "Super Ace."

DATA

First Appearance:
1942 (Arcade, NES, PC) 1984

Most Recent Appearance:
1942: First Strike (iOS) 2009

Currently Playable On:
Capcom Arcade Cabinet (PSN, XBLA) 2013

Archenemy:
Imperial Government of Japan

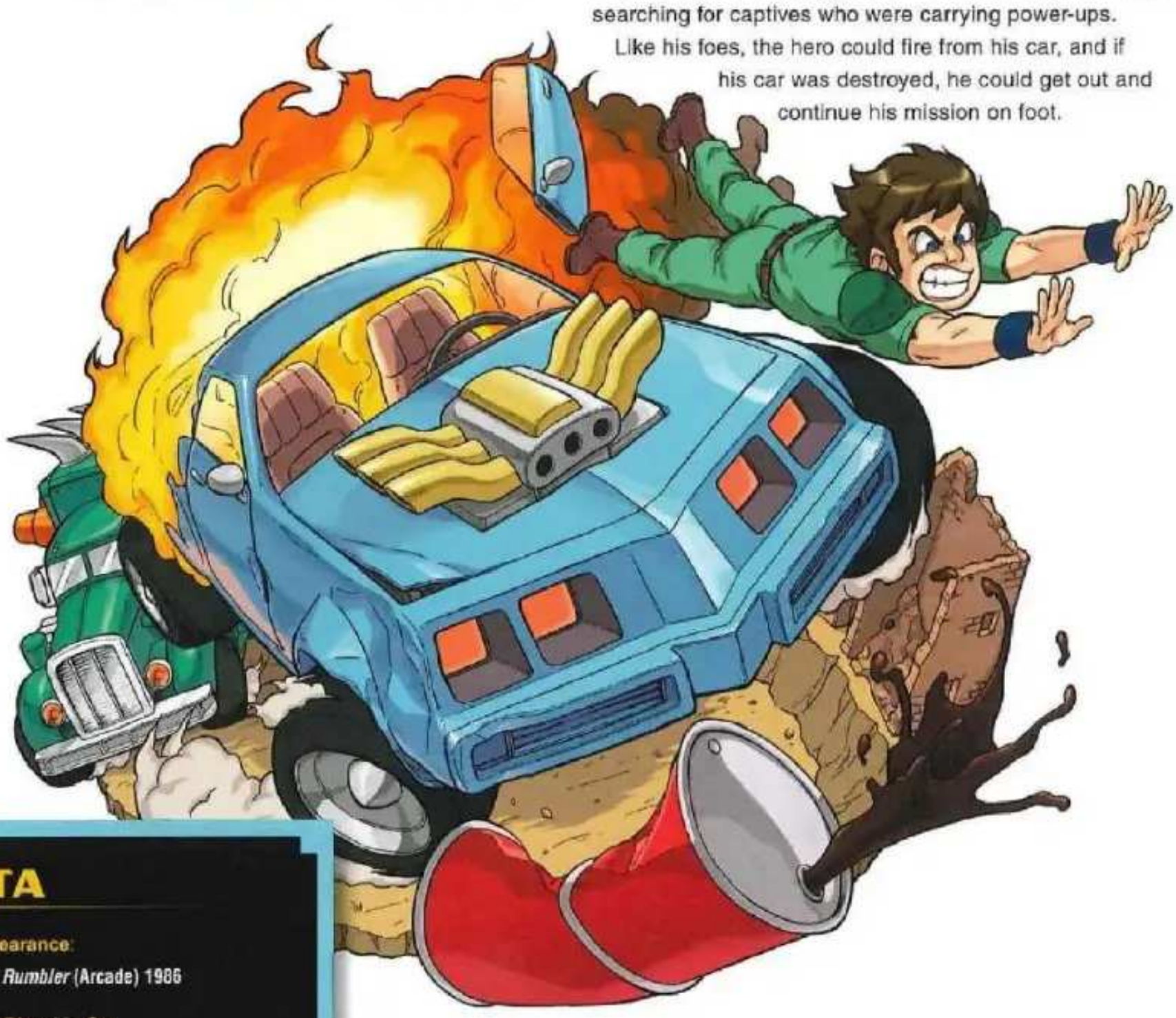
The popular shooter was ported to the NES and nearly a dozen other formats. It inspired several classic sequels including *1943*, *1941*, *19XX*, and *1944* (confusingly, the series does not proceed in chronological order), and two relatively recent reboots: *1942: Joint Strike* on the Xbox 360 and PlayStation 3, and *1942: First Strike* for mobile devices.

SUPER JOE

The Speed Rumbler

In Capcom's 1986 arcade title *The Speed Rumbler* (also known as *Rush & Crash*), the player takes to the streets of 21st-century America to save their kidnapped family from a *Mad Max*-esque gang known collectively as "Zapper." *The Speed Rumbler* was a rare driving game that didn't involve racing: You could drive in any direction, searching for captives who were carrying power-ups.

Like his foes, the hero could fire from his car, and if his car was destroyed, he could get out and continue his mission on foot.



DATA

Only Appearance:
The Speed Rumbler (Arcade) 1986

Currently Playable On:
Capcom Arcade Cabinet (PSN, XBLA) 2013

Weapon of Choice: Cars and Guns

Archenemy: Zapper

The Speed Rumbler is perhaps most interesting for the fact that it was the first game to ever name its hero "Super Joe," which would also be applied to characters in the NES versions of *Commando* and *Bionic Commando*. But the connection was likely fabricated by the localization team—it's hard to believe

Home: Peace Village, USA

that the developers intended for all three games to star the same guy, as *The Speed Rumbler* is a sci-fi game that appears to take place several decades after *Commando*.

TESSA

Tessa was introduced in *Red Earth*, a fantasy-themed arcade fighting game that had very limited distribution in the west and was never ported to any home console. In the game, she's a type of witch known as a "sorcerologist," and she is determined to research the magical source of strange storms sweeping the land. Tessa had a number of memorable moves, including projectiles that involved her menagerie of pets and a cape that transformed into a biting dragon.

While *Red Earth* went criminally overlooked, Tessa would go on to take center stage in *Pocket Fighters* (aka *Super Gem Fighter: Mini Mix*), a one-on-one fighter that mostly used the cute "SD-style" character sprites that are similar to the ones in *Super Puzzle Fighter II Turbo*. Tessa was one of a small handful of newly converted characters for the game and looked absolutely adorable. Back in her normal human proportions, Tessa made an appearance as a playable character in *SNK vs. Capcom: SVC Chaos* and had cameos in *Capcom Fighting Evolution* and *Ultimate Marvel vs. Capcom 3*.

DATA

Also Known As: Tabasa

First Appearance:
Red Earth (Arcade) 1996

Most Recent Appearance:
Cameo in *Ultimate Marvel vs. Capcom 3* (PS3, PS Vita, Xbox 360) 2011

Occupation: Sorcerologist

Home: Icelarn

Height: 5'4"

Weight: 106 lb

THE DRAGON

To the average peasant in the world of Gransys, dragons are an infuriating enigma. They're spotted rarely—sometimes centuries go by without a sighting—but when they do appear, they make their presence felt immediately. Typically, dragons lay fiery waste to human civilization, and then take up residence in a highly visible location, as if provoking humanity to retaliate. Dragons are capable of speech and seem to possess intelligence far beyond that of human beings, which makes the seeming senselessness of their destruction all the more puzzling.

DRAGON'S DOGMA

DATA

First Appearance:
Dragon's Dogma (PS3, Xbox 360) 2012

Most Recent Appearance:
Dragon's Dogma: Dark Arisen
(PS3, Xbox 360) 2013

Weapon of Choice: Fire Breath

The answer to their mystery may lie in the Arisen—a human who has his or her heart torn out and consumed by a dragon via a method that leaves the victim soulless and ageless, but alive. The Arisen usually leads the counterattack on the dragon, but what happens in those fated confrontations is a mystery—at least, to anyone who hasn't yet

Archenemy: The Arisen

completed the epic fantasy RPG known as *Dragon's Dogma*.

THOMAS CLARKE

In the three-player *Commando* follow-up *Mercs*, player one gets to play prolific Capcom protagonist Super Joe Gibson, while player two gets to control team leader Howard Powell. Player three plays as the largely unsung Thomas Clarke. Little is known about him; his in-game bio tells us he came from the Air Force, which doesn't seem all that relevant for a run-and-gun mission, and he is "strong in mechanics and weaponry." His portrait tells us that, like the other members of his team, he's a graduate of the Mike Haggar school of wearing leather suspenders without a shirt.

Still, Thomas runs and guns as well as the other two in *Mercs*, and perhaps his skill in mechanics allows him to make better use of the enemy jeeps and boats that players can take—one of the game's coolest features. Alas, Thomas was cut out of the game's Genesis port, even though that game's Original Mode significantly expands the mercenary team with several new characters.

DATA

Only Appearance:
Mercs (Arcade, Genesis) 1990

Currently Playable On: *Capcom Classics Collection* (PS2, PSP, Xbox), *Mercs* Wii Virtual Console (Genesis version)

Occupation: Mercenary

Home: USA

TIFFANY LORDS

The *Rival Schools* series of team-based 3D fighting games happily mixed and matched high-school stereotypes to produce its memorably obnoxious supporting cast. Part ignorant exchange student, part ditzy cheerleader, and part spoiled rich girl, Tiffany didn't exactly make America proud as a student at Tokyo's international Pacific High School, but she does have her lovable attributes, like the way she invented her own combat style by mixing cheerleading cheers into her boxing routines.

In *Rival Schools*, Tiffany joins fellow ex-pat Roy Bromwell in investigating the rash of mysterious assaults and disappearances occurring in Tokyo-area high schools, only to end up being brainwashed by the villains of Justice High. She returns to the states at the game's end, but comes back to Pacific High School in *Project Justice* to help Roy investigate a new crisis. In the decade since, she's only appeared once, as a fawning fan in Deadpool's *Ultimate Marvel vs. Capcom 3* ending.

DATA

First Appearance: *Rival Schools: United by Fate* (Arcade, PlayStation) 1997

Most Recent Appearance: *Project Justice* (Arcade, Dreamcast) 2000

Occupation: Student (Cheerleader)

School Affiliation: Pacific High School

Height: 5'5"

Weight: Unknown

TRISH

Trish made her *Devil May Cry* debut as a client hiring Dante to stop the villainous Mundus from opening a gate to hell. In truth, Trish was a demon created by Mundus to lure Dante into a trap—the diabolical deity had designed her to strongly resemble Dante's late mother, in hopes that he'd find her appearance irresistible. Mundus' ploy worked, but perhaps too well. Even after discovering her true nature, Dante rescued her from impending death, and Trish betrayed her master to return the favor. The two became allies, with Trish covertly supporting Dante in *Devil May Cry 4*, the game's next chronological entry.

Despite appearing in three out of the four numbered *Devil May Cry* games, Trish is playable only in *Devil May Cry 2*, despite having no role in that game's story. But Trish fans can also find her as a playable character in both versions of *Marvel vs. Capcom 3* and in the PSP release of *Viewtiful Joe: Red Hot Rumble*.

DATA

Also Known As: Gloria (alias)

First Appearance:
Devil May Cry (PS2) 2001

Most Recent Appearance:
Ultimate Marvel vs. Capcom 3
(PS3, PS Vita, Xbox 360) 2011

Weapon of Choice: Sparda (Sword), Luce & Ombra (Handguns), Lightning

Archenemy:

Mundus, Lord of the Underworld

TROJAN

Trojan put players in the shoes of a sword-and-shield-wielding hero battling post-apocalyptic gangs in the wake of a nuclear holocaust. The game's focus on shield use made it unique among early action games—it had a dedicated shield button and players could block in any direction while standing still. Some enemy attacks are capable of knocking away the shield, leaving the hero to fight barehanded. But don't worry, explains the game's documentation, "You have mastered all martial arts." The arcade game was a straightforward side-scrolling hack-and-slash, but the NES version added a little depth with the introduction of new power-ups and hidden rooms.

Like *Ghosts'n Goblins*, the arcade version of *Trojan* was challenging but short. When the game was completed, you were asked to play through it again. Even then, the all-text ending promised merely that "Peace will probably return to this world again." Only probably? After all that?

DATA

Only Appearance:
Trojan (Arcade, NES) 1986

Currently Playable On:
Capcom Arcade Cabinet (PSN, XBLA) 2013

Occupation: Vigilante

Weapon of Choice: Sword

Archenemy: Achilles

TRON BONNE

In the world of *Mega Man Legends*, Tron Bonne is a member of a pirate family seeking to steal the ancient relics turned up by adventurers like Mega Man Volnutt. Tron's expertise is primarily technical in nature. She maintains and pilots the family's armada of airships and is the creator of the 40 indestructible Servbots that protect the family and handle menial housekeeping duties. While she doesn't know how to express it in positive ways, Tron Bonne seems to have a crush on hero Mega Man Volnutt.

After debuting in *Mega Man Legends*, Tron Bonne was given her own prequel spin-off to star in, *The Misadventures of Tron Bonne*. In that game, her family is abducted by rival pirates and Tron and her Servbots must do whatever they can to gather the million-zenny ransom. The popular character went on to join the playable cast of the *Marvel vs. Capcom* series, as well as the crossover strategy-RPGs *Namco X Capcom* and *Project X Zone*.

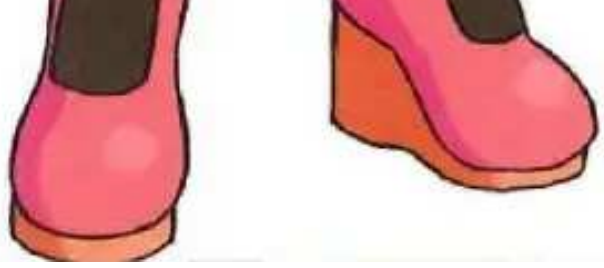
DATA

First Appearance: *Mega Man Legends* (Nintendo 64, PC, PlayStation) 1998

Most Recent Appearance: *Project X Zone* (3DS) 2013

Occupation: Pirate

Weapon of Choice: Combat Robot "Gustaff"



Home: Kattelox Island

URIEN

Street Fighter III introduced a new villain named Gill, an artificially enhanced super-human who leads a doomsday cult known as the Illuminati. That game's follow-up, *Street Fighter III: 2nd Impact*, introduced Urien, a younger brother of Gill who also covets the cult leadership. Urien isn't quite as powerful as his elder brother, a god-like being who commands the elements of fire and ice, but Urien is every bit as spry, muscular, and ferocious a fighter (along with the same creepy habit of fighting in only a skimpy white thong).

During his ending story in *2nd Impact*, Urien believed he'd gotten his wish, defeating Gill to claim the presidency of the Illuminati. But Gill had merely been promoted to emperor, still leaving Urien subservient to the man he resented most. In his ending in *3rd Strike*, Urien finally turned the tables by claiming the guild's top spot, and promptly demolished the guild facility where Gill was recuperating after the fight.

DATA

First Appearance: *Street Fighter III: 2nd Impact* (Arcade, Dreamcast) 1997

Most Recent Appearance: *Capcom Fighting Evolution* (Arcade, PS2, Xbox) 2004

Fighting Style: Secret Illuminati Techniques

Archenemy: Gill

Home: Unknown

Height: Unknown

Weight: Unknown

VANESSA Z. SCHNEIDER

P.N.03
PRODUCT NUMBER

The mechanics in Capcom's GameCube-exclusive *P.N.03* were excellent, but the game had an even more memorable lead. As Vanessa Z. Schneider leaps, dives, and shoots her way through the facility, she is constantly swaying, gyrating, and snapping her fingers to some fast-paced beat that only she can hear. If you want to make an impression in the crowded third-person shooter genre, dancing your way through the entire game is a fine way to do it.

Vanessa works as a mercenary and has been hired to infiltrate a space colony and destroy a group of robots that ran amok and began killing colonists. The victims include Vanessa's own parents, not that she particularly seems to care. The game's title stands for "Product Number 03," an enigma that's only explained in the game's finale, when Vanessa learns that she had been a clone all along. But like the apparently planted memory about her parents' death, Vanessa barely seems interested and just keeps on dancing to her own phantom beat.

DATA

Only Appearance:
P.N.03 (GameCube) 2003

Occupation: Mercenary

Weapon of Choice: Palm Shot

Archenemy: CAMS (Computerized Armament Management Systems)

Home: Unspecified Space Colony

VEGA

STREET FIGHTER

Since his *Street Fighter II* debut, Vega has served as one of the series' most twisted and compelling villains. Witnessing the death of his mother at a young age traumatized Vega deeply, and he now believes that beauty equals virtue and that the ugly have no right to live. He happily kills at M. Bison's command, disobeying only once—when he was ordered to kill Cammy, who Vega deemed too beautiful to die. Vega is profoundly narcissistic and wears a mask to protect his face from injury (not to protect his identity). The contempt he holds for M. Bison's other henchmen is on full display during his *Street Fighter X Tekken* story mode.

With a combat style that mixes elements of bullfighting, cage fighting, and ninjutsu, Vega is one of the series' most unique characters. His incredible leaping ability makes it easy for him to come at his foes from unexpected directions. He is the only character from *Street Fighter II* to wield a weapon, a claw that falls off after several successful blocks.

DATA

Also Known As: Balrog

First Appearance: *Street Fighter II* (Arcade, Game Boy, Super NES) 1991

Most Recent Appearance: *Street Fighter X Tekken* (PS3, PS Vita, Xbox 360) 2012

Occupation: Assassin

Home: Spain

Height: 6'1"

Weight: 159 lb

VENT

Vent is the male protagonist in *Mega Man ZX*, the first in a series of two action games that appeared on the Nintendo DS. In a world set 200 years after the events of the *Mega Man Zero* series, Vent's mother was killed during a Maverick raid. Vent was adopted by Giro, who runs a delivery company, and joined the family business. When he was attacked while making an important delivery, the package split open to reveal a biometal containing what seems to be the essence of Mega Man X. That biometal—and the half dozen others he would find on the course of his mission—allowed Vent to transform into past heroes of the series and several new elementally-themed characters. With that power, Vent was able to save Giro and bring down the villainous corporation

DATA

First Appearance:
Mega Man ZX (Nintendo DS) 2006

Most Recent Appearance:
Mega Man ZX Advent (Nintendo DS) 2007

Occupation: Transporter

Weapon of Choice: Mega Man Model ZX

Archenemy: Serpent

that was responsible for the rise in Maverick attacks.

Vent and Aile returned in the sequel, *Mega Man ZX Advent*, but were only background players as the torch was passed to two new heroes, Grey and Ashe.

VERGIL

Vergil is the twin brother of *Devil May Cry*'s Dante, raised in isolation believing that Dante was dead. His story is told primarily in *Devil May Cry 3* (the series' first chronological entry), in which he's manipulated into using his bloodline to open a gate to the Demon World. At the game's end, he was apparently corrupted by the family nemesis, Mundus, and turned against Dante. Dante battled him repeatedly throughout *Devil May Cry*, learning his identity only at the game's end.

Vergil is presumed dead after the events of *Devil May Cry*, but he's had a busy afterlife. He appeared as an alternate costume for Albert Wesker in *Marvel vs. Capcom 3: Fate of Two Worlds*, and then became a full-fledged playable character in *Ultimate Marvel vs. Capcom 3*.

DATA

Also Known As: Nelo Angelo (post-corruption)

First Appearance: *Devil May Cry* (PS2) 2001

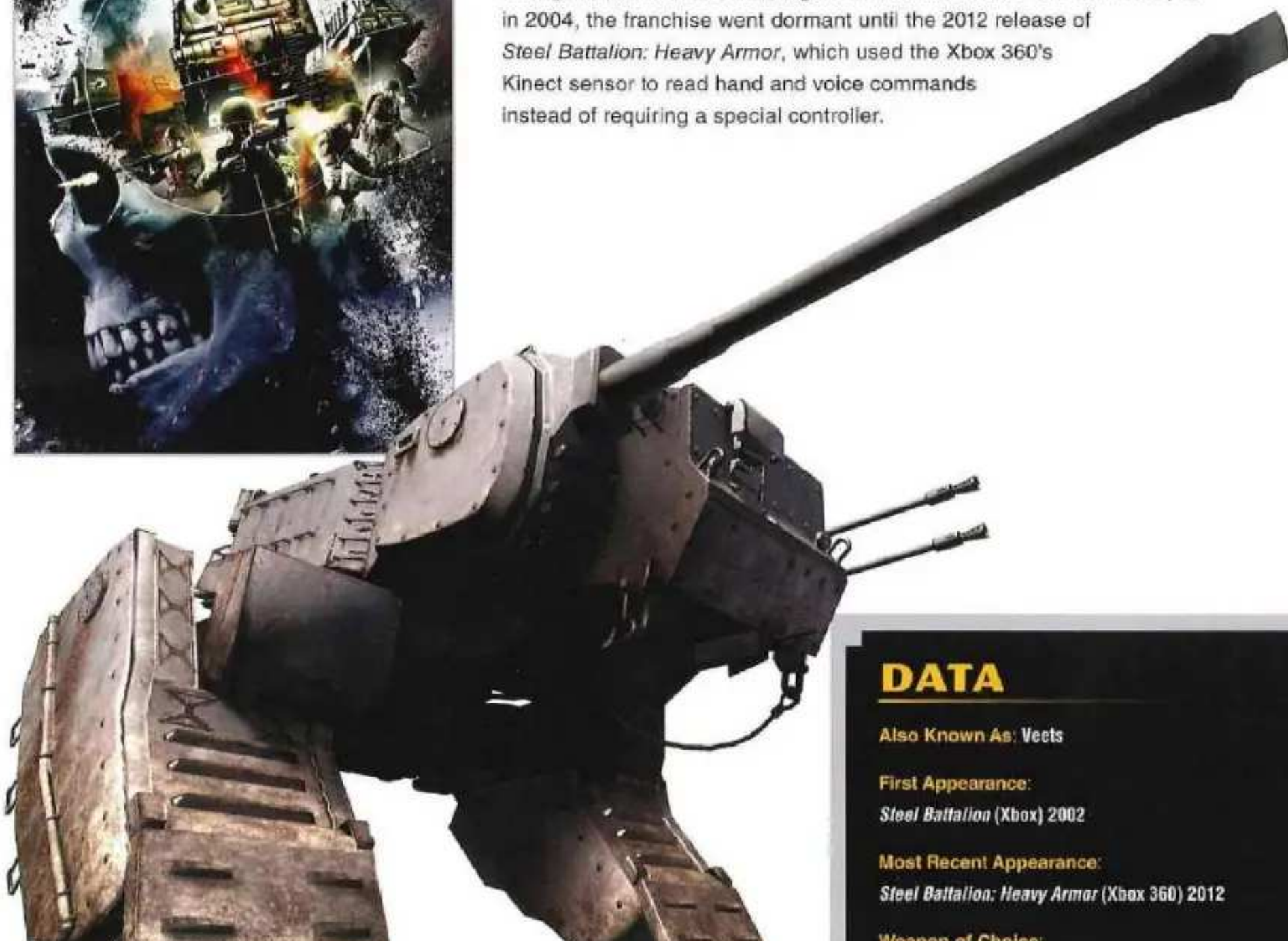
Most Recent Appearance: *Ultimate Marvel vs Capcom 3* (PS3, Xbox 360) 2011

Weapon of Choice: Yamato (Sword)

VERTICAL TANK

Some games require special peripherals, but *Steel Battalion* was designed the other way around. Developers started by making the coolest controller they could come up with, and then designed the game around it. That controller has three foot petals, two analog sticks, a dial, a gear shifter, five toggle switches, some 30 buttons, and a plastic-encased eject switch. The game ended up landing at a retail price of $200, but it quickly sold out and is now a prized collector's item.

The game designed around the controller involved piloting a type of battle mech known as a Vertical Tank in a late 21st-century land war. New types of VT were being developed constantly as the war progressed, evolving from clunky metal boxes to sleek, high-tech machines. After one direct sequel in 2004, the franchise went dormant until the 2012 release of *Steel Battalion: Heavy Armor*, which used the Xbox 360's Kinect sensor to read hand and voice commands instead of requiring a special controller.



DATA

Also Known As: Vects

First Appearance:
Steel Battalion (Xbox) 2002

Most Recent Appearance:
Steel Battalion: Heavy Armor (Xbox 360) 2012

Weapon of Choice:

Weapon of Choice:
Large-Bore Mounted Assault Rifle

VIEWTIFUL JOE

Joe and his girlfriend Silvia were watching the latest superhero flick when tragedy struck. A villain from the movie pulled Silvia into the film, forcing Joe to race into Movieland and transform into spandex-clad superhero Viewtiful Joe to save her. *Viewtiful Joe* is a side-scrolling beat'em up at heart, with all the usual punch and kick combos. The twist is Joe's Viewtiful Effects, which allow him to alter the movie in which he's appearing by slowing the film down, speeding it up, or zooming in for a close-up that allows him to use a mightier array of flashy attacks.

Viewtiful Joe spawned a well-received sequel before the series drew to a close with the 2005 twin releases of *Viewtiful Joe: Double Trouble* and *Viewtiful Joe:*

DATA

Also Known As: Joe Black

First Appearance:
Viewtiful Joe (GameCube, PS2) 2003

Most Recent Appearance: *Ultimate Marvel vs. Capcom 3* (PS3, PS Vita, Xbox 360) 2011

Weapon of Choice: V-Watch

Red Hot Rumble. But Joe himself wouldn't be given a chance to hang up his cape. Starring roles in *Tatsunoko vs. Capcom: Ultimate All-Stars* and *Marvel vs. Capcom 3: Fate of Two Worlds* quickly followed.

Archenemy: Jadow

VULGUS

Vulgus was the first game Capcom ever made. he game was an overhead shooter in which players traversed an endless alien landscape, blasting insect-like alien spaceships. The game had few power-ups, no bosses, and continued forever—the objective was to earn a high score. No story for the game has ever been released, so nothing is known about the main character.

The number of games that pay homage to *Vulgus* have become too numerous to count. Its POW icon has been a power-up in dozens of games (it provides one cannon shell in *Vulgus*), and one of its enemies—the white four-pointed star on an orange circle known as a "Yashichi"—has shown up in some 40 games, including ones as recent as *Resident Evil 6* (as the logo for a brand of TVs) and *Ultimate Marvel vs. Capcom 3* (as one of the items Hsien-Ko randomly throws).

DATA

Only Appearance: *Vulgus* (Arcade) 1984

Currently Playable On:
Capcom Arcade Cabinet (PSN, XBLA) 2013

Weapon of Choice:
Twin Blasters, Cannon

Archenemy: Low Scores

WANG-TANG

Power Stone's Wang-Tang is a 19-year-old martial arts prodigy who was sent by his master to retrieve the legendary Power Stone. After besting all of the forms of Valgas, Wang-Tang spots something shimmering and brings it to his master. But it was simply a pair of golden dentures likely knocked out of some poor chump's mouth on the course of Wang-Tang's quest. Furious, his master sent him back to find the real stone—not because he actually cared about it, but because he knew the journey would make a man out of young Wang-Tang.

Wang-Tang is a master of kung fu, capable of staggering his foes with rapid-fire kicks, punches, and head stomps. When he collects the full set of Power Stones, he transforms into Agile Dragon, a bronze-skinned, blond-haired kung fu master who can fling blasts of energy at will and heave a massive, sun-like burning sphere at his opponents.

DATA

Also Known As: Wonton

First Appearance:
Power Stone (Arcade, Dreamcast) 1999

Most Recent Appearance:
Power Stone 2 (Arcade, Dreamcast) 2000

Currently Playable On:
Power Stone Collection (PSP) 2006

Occupation: Martial Artist

Power Change Form: Agile Dragon

Home: Tong-An

WAYSIDERS

Lost Planet 2's world of E.D.N. III is home to all sorts of heavily-armed bandit, pirate, and mercenary armies. The most lovable member of this unsavory menagerie is the group known as the Waysiders, a pack of catch-as-catch-can thieves who specialize in train robberies.

In the ever-shifting narrative of *Lost Planet 2*, a group of Waysiders returning home from a bungled smash-and-grab job takes center stage in the game's third episode. After surviving a series of human and monster attacks, the unlucky Waysiders end up fleeing aboard a stolen train containing a massive railway gun when a giant Akrid sandworm begins attempting to eat them, train and all.

Once you figure out how to operate the incredibly complex railway gun—which requires a team working in lockstep to load, energize, cool, and aim it—the resulting battle between an aircraft carrier-sized monster and four scrappy Waysiders stands as one of *Lost Planet 2*'s most memorable moments, even within a game built around elaborate, epic boss fights.

DATA

Also Known As: Rounders

Only Appearance:
Lost Planet 2 (PC, PS2, Xbox 360)

Weapon of Choice: 7.62mm Rifle

Archenemy: Everyone Else

Archenemy: Everyone Else

Home: E.D.N. III

WIKI

Wiki is the flying golden monkey that joins Zack on his quest to claim a legendary pirate trove in *Zack & Wiki: Quest for Barbaros' Treasure*. The game is an old-school point-and-click adventure in which players mime actions with the Nintendo Wii's remote control to solve ingeniously crafted environmental puzzles. Shaking the remote control as if ringing a bell causes Wiki to physically transform into a ringing bell that has the power to turn enemies into items and trigger other useful changes. Little is known about Wiki and his mysterious history, outside of the fact that he's a member of the Sea Rabbits pirate gang and he really enjoys pistachios.

While your goal on each level of the game is to claim a specific treasure chest, each area also has a well-hidden bonus treasure based on sprites from classic Capcom games like *Vulgus*, *Exed Exes (Savage Bees)*, *Ghosts'n Goblins*, and dozens more. They're hard to find, but worth the trouble for fans of Capcom's classic arcade era.

DATA

Only Appearance: *Zack & Wiki: Quest for Barbaros' Treasure* (Wii) 2007

Occupation: Pirate

Weapon of Choice: Bell Form

Affiliation: Sea Rabbits

X

X was created by Dr. Light to be a more advanced version of Mega Man that would possess true free will. Unwilling to unleash him upon the world without extensive diagnostic testing, X was sealed away in a capsule and not activated until the 22nd century, long after Dr. Light's death. X's discoverer reverse-engineered his technology to make a new generation of advanced-A.I. robots known as Reploids, but without Dr. Light's careful safeguards, many rebelled against humanity. As heroic at heart as the original Mega Man, X volunteered to hunt down these "maverick" Reploids.

Seeking to reinvent Mega Man for the new 16-bit generation of consoles, Capcom rebooted the series with a new hero, a new futuristic setting, and a new cast of allies and villains. The more complicated play mechanics

DATA

First Appearance:
Mega Man X (SNES) 1993

Most Recent Appearance:
Cameo in *Ultimate Marvel vs. Capcom 3* (PS3, PS Vita, Xbox 360) 2011

Occupation: Maverick Hunter

Weapon of Choice: X-Buster

and mature characters of *Mega Man X* won it a new generation of fans, and the *Mega Man X* series spawned eight installments and roughly as many spin-offs in its 12-year run.

Archenemy: Sigma

YANG

Yang and his twin brother Yun debuted in *Street Fighter III: New Generation* as two characters that had identical move lists and shared a slot on the character-select screen. They're nephews to Lee, who appeared in the original *Street Fighter*, and friends and admirers of Chun-Li. They typically enter World Warrior tournaments out of boredom and a desire to test their skills, and they have no significant role in the games' storylines. Their fighting skills earned the respect of Gill, who offered them dominion over Hong Kong in his new world order, but the brothers nobly refused.

Originally, Yun and Yang were identical in every way, differentiated only by their different heads and transportation preferences (Yang wears inline skates, while Yun rides a skateboard). But *Street Fighter III: 2nd Impact* separated the two into different characters with different movesets. Their revised combat styles match their personalities—Yun is the quicker and more aggressive of the two, while level-headed Yang is a more reactive and strategic fighter.

DATA

First Appearance: *Street Fighter III: New Generation* (Arcade, Dreamcast) 1997

Most Recent Appearance: *Super Street Fighter IV: Arcade Edition* (Arcade, PS3, Xbox 360) 2011

Occupation: Restaurant Worker

Fighting Style: Kung Fu

Home: Hong Kong, PRC

Height: 5'8"

Weight: 136 lb

YASHA

Rational, pragmatic, and brooding, Yasha is the cool yin to Asura's furious yang. The two protagonists of *Asura's Wrath* are linked by both history and marriage. They shared a trainer in Augus, and Asura ultimately married Yasha's sister. But Yasha betrayed Asura for what he believed to be the greater good, allying with the conspirators who had framed Asura for regicide and murdered his own sister. When Asura rose from the dead several millennia later, Yasha reluctantly killed him again.

DATA

Only Appearance:
Asura's Wrath (PS3, Xbox 360) 2012

Weapon of Choice: Spirit Energy

But by the time Asura rose from the dead a second time, Yasha had begun to question his loyalties. He betrayed one of his co-conspirators to save Asura's life, emerging as Asura's lone ally and the game's second playable character, a lightning-fast warrior with the ability to

Archenemy: The Gohma

Home: Shinkoku, Gaea

generate blades of spirit energy with his punches and kicks. His partnership with Asura was filled with arguments and infighting, but the former brothers-in-law eventually forged a bond that felt something like true brotherhood.

YUKIMURA SANADA

In the late 16th century, Yukimura Sanada was considered by many to be the greatest warrior in all of Japan. That makes him an obvious candidate for inclusion in the *Sengoku Basara* series, which puts players in charge of a heavily armed general cutting through thousands of enemy soldiers in an attempt to either unify Japan or resist Nobunaga Oda's army of conquest. The first game was localized as *Devil Kings*, with most of the historical references removed, and Sanada was renamed "Scorpio."

Sengoku BASARA Samurai Heroes

In *Devil Kings*, Sanada serves as the fiercely loyal commander to the "Red Minotaur," Shingen Takeda. In *Sengoku Basara: Samurai Heroes*, Sanada is promoted to full command of Takeda's army while Takeda has fallen ill. (In real history, the two men were of allied clans but from different eras—Takeda died when Sanada was only a child.) Sanada fights with a triple-bladed jumonji yari spear in each hand, and he manages to move and jump with impressive agility considering the heft of his weapons.

DATA

Also Known As: Scorpio

First Appearance: *Devil Kings* (PS2) 2005

Most Recent Appearance: *Sengoku Basara: Samurai Heroes* (PS3, Wii) 2010

Occupation: Samurai

Weapon of Choice: Scarlet Spears

Archenemy: Masamune Date

YUN

DATA

First Appearance: *Street Fighter III: New Generation* (Arcade, Dreamcast) 1997

Most Recent Appearance: *Super Street Fighter IV: Arcade Edition* (Arcade, PS3, Xbox 360) 2011

Occupation: Restaurant Worker

Fighting Style: Kung Fu

Home: Hong Kong, PRC

Yun and Yang Lee are twin brothers who debuted as two versions of a single character in *Street Fighter III: New Generation*, but evolved into different characters as the series progressed. Yun is the older of the two (by mere minutes), and is distinguished by his ball cap, braid, and love of skateboarding. Yun is considered by competitive fighting-games players to be one of the most potent characters in both *Street Fighter III: 3rd Strike* and *Super Street Fighter IV*.

When a fighting game only has room for one of the two brothers, Yun typically gets the nod. He represented the twins in *Capcom Fighting Evolution* and *Capcom vs. SNK 2: Battle of the Millennium*. He was also added to the portable versions of *Street Fighter Alpha 3*, where he teamed up with Fei Long to stop M. Bison's narcotics-trafficking scheme. Out of gratitude for his service, Fei Long gave both Yun and Yang co-starring roles in a film he produced about the game's events, *Street King 2: Three Dragons*.

Height: 5'8"

Weight: 136 lb

ZACK

Zack is a young treasure-hungry pirate who discovers a talking skull that claims to be the disembodied head of the legendary pirate Barbaros. Barbaros offers Zack a deal—help find the rest of his body, and he'll lead Zack to the legendary "Treasure Island," where all his earthly wealth remains safely hidden. Zack and his monkey friend Wiki jump at the offer, and the ensuing adventure is chronicled in the Nintendo Wii exclusive *Zack & Wiki: Quest for Barbaros' Treasure*. In each of the game's stages, Zack and Wiki must make clever use of environmental objects to clear a path to a treasure chest. The hearty Zack does all the legwork, while Wiki uses his mysterious power to exorcise evil spirits, making usable items out of the game's enemies.

Zack & Wiki haven't made much of a splash in the Capcom universe. But Zack can boast of one crossover appearance. He was an alternate costume in *We Love Golf!*

DATA

Only Appearance: *Zack & Wiki: Quest for Barbaros' Treasure* (Wii) 2007

Occupation: Pirate

Weapon of Choice: Steel Sword

Affiliation: Sea Rabbits

ZANGIEF

Right from his *Street Fighter II* debut, Zangief was one of the game's most intimidating combatants. Zangief's sluggish speed and lack of projectile attacks made him seem like an easy win for spry fighters, but once he closed the distance to his target, he could end the battle in just a few devastating attacks. No move earned more respect in early 90s arcades than Zangief's Spinning Piledriver—it was the single most powerful move in *Street Fighter II*. It's no wonder that Zangief would go on to appear in almost every generation of *Street Fighter* and most of the series' crossover titles.

DATA

Also Known As: The Red Cyclone

First Appearance: *Street Fighter II* (Arcade, Game Boy, Super NES) 1991

Most Recent Appearance: *Street Fighter X Tekken* (PS3, PS Vita, Xbox 360) 2012

Occupation: Professional Wrestler

Home: Russia

Zangief doesn't get involved in the web of vendettas and world-domination plots that surround each World Warrior tournament. He fights for his pride and for the pride of his

tournament. He fights for his pride and for the pride of his country, and he rarely sweats the details. The one exception came in *Street Fighter Alpha 3*, when he battled the forces of M. Bison's Shadaloo organization at the personal behest of the Soviet Union's then president, Mikhail Gorbachev.

Height: 7'0"

Weight: 253 lb

ZERO

MEGAMAN X

Zero was created by Dr. Wily to be a nemesis to Mega Man, but when he proved too independent-minded to control, Wily sealed him away for decades. Zero awakened in a very different future and joined the side of humanity in battling against the violent, anti-human Reploids known as Mavericks. It was in this capacity that he met X, who quickly became his protégé, friend, and sometimes rival. When playable, Zero differs from X with his aptitude for melee attacks, using an energy saber (the Z-Saber) as his primary weapon.

Zero debuted in the first *Mega Man X* game, and his cooler, more aggressive attitude made him a popular foil to the pacifist X. After starring in a spin-off series for the Game Boy Advance, Zero has found a second life in Capcom's crossover fighting game franchises, appearing as a playable character in the *SNK vs. Capcom*, *Tatsunoko vs. Capcom*, and *Marvel vs. Capcom* series. He even appears as a hidden character in *Onimusha Blade Warriors*.

DATA

First Appearance:
Mega Man X (SNES) 1993

Most Recent Appearance:
Ultimate Marvel vs. Capcom 3
(PS3, PS Vita, Xbox 360) 2011

Occupation: Maverick Hunter

Weapon of Choice: Z-Saber, Z-Blaster

Archenemy: Sigma

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About the Author

Casey Loe has written over 50 strategy guides and covered video games for *Nintendo Power*, *Play*, and *GameFan* magazines. His favorite Capcom memory is the many late nights he spent secretly unwrapping, playing, and rewrapping the copy of *Strider* under the family Christmas tree.

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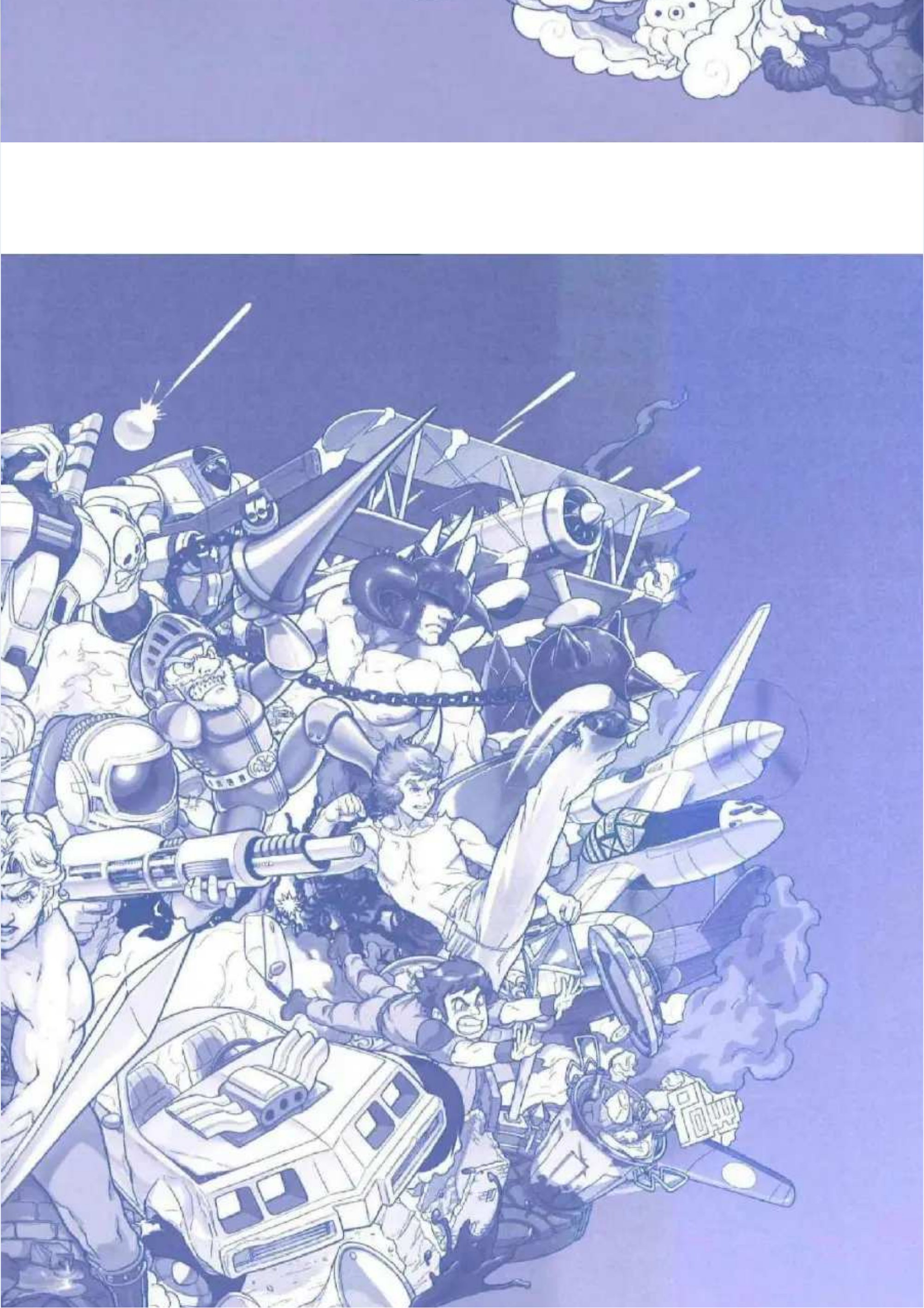

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